



**Pacific Fleet & All Navy (West)
Rifle and Pistol Championships**

06-15 April 2018

www.usnmt.org



**2018 Pacific Fleet &
All Navy (West) Rifle and Pistol Championships**
www.usnmt.org

To: Match Competitors

Subj.: MATCH DIRECTOR'S WELCOME

Welcome to the 2018 matches. My match staff will provide you with the premier marksmanship training experience over the next 10 days.

For some, this is another year in a long line of Navy Marksmanship participation. For others, this is their first exposure to competitive shooting in the Navy. The intention this year, as it was last year, is to focus on the latter. I request that all those who have been at this sport for a while dust off their old gear, bring that backup rifle/pistol, and be prepared to train the next generation of Navy Marksmanship Team members.

The matches are divided into two segments: Fleet Week (FFC Pacific) and All Navy. The objective of "Fleet Week" is to train new shooters. Staff and experienced shooters will do everything within their power to ensure you are knowledgeable, proficient, and capable with your weapon. During Fleet Week commands are encouraged to field both rifle and pistol teams. Team rules are promulgated in this bulletin, but if you can get three shooters from the same command, you can compete. Awards are given to the top three teams in both rifle and pistol, and a large trophy is given to the first place finishers to host at their command for the year.

Once the new shooter is trained, All Navy week is intended to test that training and shoot to determine All Navy honors. Instead of individual commands, the All Navy Blue and the All Navy Gold (both active and reserve) teams compete from each coast to determine All Navy Team Trophy and bragging rights. Once the All Navy match is complete, the 2016 Navy Rifle and Pistol teams are determined for Active and Reserve. These individuals are invited, and encouraged, to compete at the Interservice and National level to represent the Navy against the other armed services. The training received during these matches will prepare you for higher level competition. Your match fees, your efforts, and the efforts of the staff are all geared towards fielding and improving the "Big Navy" team. Keep in mind that the Camp Perry National Pistol Record is still held by Petty Officer 1st Class Don Hamilton, and the 1979 Long Range Rifle Champion was ETC Michael Gorchinski. The development and success of Navy shooting in the future depends on the effort and resources we devote today.

You are required to read and know this Match Bulletin. You will need to read, print and bring it with you to the matches. Significant changes for this year include additional authorized weapons and configurations, new EIC minimum point requirements, and new guidance on any safe ammo. All these changes are discussed in the program, along with the applicable references.

SAFETY

The Navy marksmanship matches are not simply sporting events. They are military training events. As with all other Navy training events, safety is paramount. We will conduct two weeks of training in a safe manner.

We are guests of the Marine Corps and Naval Special Warfare – act professionally! Being heads-up and alert will ensure we have a safe and successful match. Be prepared for each stage of the match and you will have fun!

Hold hard, align your sights, and keep your shots in the X ring!

For participants that don't own their own gear we will have loaner weapons and gear. If you are having any challenges in attending the matches please refer to the website for contact information.

Very Respectfully,

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LCDR Eric Villarreal, USN
Match Director



**2018 Pacific Fleet (PAC) Rifle and Pistol Championships &
All Navy (West) Rifle and Pistol Championships**
WWW.USNMT.ORG

Competition Dates: FFC (PAC), 06 APRIL – 11 APRIL 2018
ALL NAVY (West), 12 APRIL - 15 APRIL 2018

Match Staff:

Match Director: LCDR Eric Villarreal	Weapons Officer: USS Maine Team Members
Assistant Match Director: CMDCM Brian Greene	Awards Officer: Don Gussler/MA1 Sam Williams
Statistical Officer: Don Gussler	Rifle Match Director: ADC Jon Mcpeak
Administration Officer: ETCS Bill Longworth	Assist Rifle: CMDCM Randy Osborne
Range Officer: MMCS Brian Rodela	Pistol Match Director: SSgt Erik Anderson
Logistics Officer: MMCM Brian Rodela	Assist Pistol Director: CDR Jess Currier
Ammunition Officer: CSCS Toe Mejia/MA1 Sam Williams	

Match Location:

The Range 116 Complex is located on Basilone Road, approximately half way between Vandergrift road and the San Onofre gate. It is also about ¾ mile south of the intersection of Basilone and Las Pulgas Roads.

Directions to Range 116A: Take I-5 north 50 miles from San Diego, Ca. or Take I-5 south 40 miles from Los Angeles. Exit at Las Pulgas Road. Follow road east to Camp Pendleton gate. Once on the base proceed on the entrance road (South) for approximately 0.3 mi. and you will come to the intersection of **Stuart Mesa** and **Las Pulgas** road. Turn left on **Las Pulgas** and proceed East approximately 6 miles and turn right on **Basilone Road**. Proceed approximately 1/2 mile South and the "**Range 116 Shooting Complex**" sign will be on your right hand side, turn here. Distance from Las Pulgas gate to range 116A is 6.7 miles.



Check in: Upon arrival, check into the stat office, located at Range 116B, the pistol range. Check-in will be from 1300-1800 on Fri, 06 April and from 0600-0630 on Sat, 07 April.

Billeting: Local No-cost Billeting will be available; this will be either open bay or two person rooms. Other lodging is available at Lake O'Neill (tent and RV sites), Marine Corps, hotels in Oceanside and Carlsbad.

FFC MATCHES

Fleet Forces Command (Pacific) Rifle and Pistol Championships: April 06-11, 2018

(NOTE: Course of fire below is tentative due to weather, number of competitors, delivered ammunition and available ranges)

Day	Gun	Event or Course Of Fire	Distance	Target
Friday April 06	Check-In 0800-1800	Check in with Stat Officer Stat Office closed 1500-1600 (Staff Meeting)		
Saturday April 07	Welcome Aboard 0630 Training Class ----- Service Pistol	Training – Bleachers/ Live Fire(20) ----- P-100(40)	25/50Yds ----- 25/50Yds	B8 / B6 ----- B8 / B6
Sunday April 08	Service Pistol Service Pistol (EIC) Service Pistol (Team)	NMC(30) NMC/EIC(30) NMC - TEAM MATCH (30)	25/50Yds 25/50Yds 25/50Yds	B8 / B6 B8 / B6 B8 / B6
Monday April 09	Training Service Rifle	Training – Bleachers/ Live Fire(50)	200	SR
Tuesday April 10	Service Rifle	NMC* (50) Sighters (8)	200 / 300 / 600	SR/SR3/MR-1C
Wednesday April 11	Service Rifle EIC (NMC) Service Rifle	NMC/EIC* (50 Shot) No Sighters P-100 (30 Shot) Team Match	200 / 300 / 600 200 / 300 / 600	SR/SR3/MR-1C SR/SR3/MR-1C

ALL NAVY MATCHES

ALL NAVY West Rifle and Pistol Championships: April 12-15, 2018

(NOTE: Course of fire below is tentative due to weather, number of competitors, delivered ammunition and available ranges)

Day	Gun	Event or Course Of Fire	Distance	Target
Thursday April 12	Service Rifle Service/Any/Any(Match)	NMC* (50) Sighters (8) Long Range Rifle Match (20)	200 / 300 / 600 600	SR/SR3/MR-1C MR-1C
Friday April 13	Service Rifle EIC (NMC) Service Rifle	NMC/EIC* (50 Shot) No Sighters Team Match NMC (50) No Sighters	200 / 300 / 600 200 / 300 / 600	SR/SR3/MR-1C SR/SR3/MR-1C
Saturday April 14	Service Pistol Service Pistol (EIC) Service Pistol	NMC(30) NMC/EIC(30) P-100(40)	25/50 Yds 25/50 Yds 25/50 Yds	B8 / B6 B8 / B6 B8 / B6
Sunday April 15	Service Pistol Service/Wad Pistol 22 NRA Pistol Any/Any Pizza Party Awards Ceremony	NMC (TEAM) (30) Long Range Pistol Match (20) Don Hamilton Match - 22 Pistol (30) **(SPECIAL EVENTS)**	25/50 Yds 50 Yds 25/50 Yds	B8 / B6 B6 B8 / B6

Muster Times: (Times may be changed by the Match Director as circumstances dictate)

FFC (PAC)

Saturday 0630 – Range 116B bleachers
 Sunday 0630 – Range 116B
 Monday 0630 – Range 116A (600 yd bleachers/berm)
 Tuesday 0630 – Range 116A (On 200 yd Firing Line)
 Wednesday 0630 – Range 116A (On 200 yd Firing Line)

All Navy

Thursday 0630 – Range 116A (On 200 yd Firing Line)
 Friday 0630 – Range 116A (On 200 yd Firing Line)
 Saturday 0630 – Range 116B
 Sunday 0630 – Range 116B

Rules/Instructions:

- a. OPNAVINST 3591.1F, Small Arms Training and Qualification Guidance
- b. OPNAVINST 3590.26, Small Arms Marksmanship Competition, Excellence-In-Competition and Navy Distinguished Badges
- c. NAVSEAINST 8370.2D, Small Arms and Weapons Management Policy and Guidance
- d. NAVADMIN 085-98, Amendment to Gun Control Act and Domestic Violence Convictions
- e. Current Civilian Marksmanship Program (CMP) EIC RULES, Competition Rules and Regulations Governing the National trophy Rifle and Pistol Matches and Excellence-In-Competition (EIC) Matches
- f. Current National Rifle Association (NRA) High Power Rules and NRA Conventional Pistol Rules

Open to: The PACFLT and All Navy (West) Championships are open to both Military and Civilian shooters, up to the range limit of 200 (4 relays). Range priority will be in the following order:

- 1. Navy Active Duty/ Reserves
- 2. Navy Retired
- 3. Other Service Active Duty/Reserves
- 4. Other Service Retired
- 5. Civilians shooting the entire week
- 6. All others

Note 1: During any given calendar year an individual may only compete in one Fleet match (either coast) and, if qualified (or at discretion of match director), and one All Navy match (either coast). For example, an individual may compete at the PACFLT matches and the All Navy (East) Matches, but may not compete at both the All Navy (West) and All Navy (East) matches. This restriction holds for all phases of the championships: individual, team, and excellence in competition (EIC) matches.

Note 2: Civilians (including retirees) are only permitted to shoot in one military EIC match for record per year. Unless declared otherwise, the Fleet EIC match will be counted as your record match. The match format will administratively contain both an EIC match and a NMC, with awards for the combined matches (i.e. if you are not shooting for leg points, you will be scored under the NMC match, keeping in line with CMP rules that you may not shoot an EIC match “out of competition”).

Registration Fees: Each competitor will pay \$50 per competition (Fleet or All Navy) or portion thereof. In other words, whether you shoot one match or all of Fleet or All Navy, the fee is \$50.

Whom	Event	Match	Cost
All Competitors	FLEET	Any and All Matches	\$50.00
All Competitors	ALL NAVY	Any and All Matches	\$50.00

Entries: All Entries Must Be Accompanied By Full Payment. Entry forms are available on line at www.usnmt.org.

Entries Close: (Mail) Must be Received by 02 April 2018, (Walk-In) 1700, 06 April 2018 at Stat Shack. Please complete separate entry form and mail to address provided on that form.

Military Orders:

Only individual orders will be accepted. Group orders will not be accepted as they do not allow the Match Director to select outstanding individual marksmen for higher competition (All Navy). Individuals attending the Matches under orders are required to be present for the entire period of the orders (exceptions require approval of the Match Director).

The following statements shall be written into all original orders: (As Required)

The following statements shall be written into all original orders: (As Required)

- 1. Report to the Match Director Pacific Fleet Rifle and Pistol matches at range 116B MCB Camp Pendleton, CA. If qualified and selected for further competition, you will proceed to such additional places as directed by competent authority for the All Navy Rifle and Pistol Championships.
- 2. Transporting weapons: You are permitted to transport weapons/firearms for use in competition and training IAW the Gun Control Act of 1968, title 18, Chapter 44, Section 926A.

Messing Facilities: You are permitted to utilize the designated chow hall on board Camp Pendleton. Note that competition hours are such that messing may not be open before competition commences or after competition ceases for

the day. There may be food and beverages available for purchase from vendor trucks, but this service is not guaranteed. Therefore, competitors are highly encouraged to bring their own food and water sufficient for a full day of training and competition.

Travel: Commands are highly encouraged to sponsor costs for individuals/Teams for this military training event. Unlike the All-Navy Sports teams, US Navy Marksmanship Team competitors do not receive funded travel from the MWR. USNMT competitors require a minimum of no-cost TAD orders to attend the Fleet and All-Navy Rifle and Pistol Championships, however the Navy's Small Arms Training and Qualification instruction encourages Commanding Officers to "encourage and support participation in competitive matches" (OPNAVINST 3591.1F, page 8-9). The Fleet and All-Navy Rifle and Pistol Championships are a training event, so partial and fully funded orders are optional under the JTR, at the discretion of Commanding Officers. In the cases where the command is unable to fully fund Paid-TAD orders or government vehicles, the individual competitor will be responsible for any and all unfunded travel and participation costs. Attending Sailors not only receive the highest grade of marksmanship training, but also are able to earn annual small arms qualifications.

Firearms: Authorized Weapons IAW Refs A and E, Standard Grade, Match Conditioned, or Commercial Equivalent is:

- Service Rifle - M1, MK2-1 in 7.62, M14, M-1A, M16, and AR-15 (see 2016 CMP rule book for new changes <https://thecmp.org/wp-content/uploads/Rulebook.pdf>)
 - Some of the key changes this year for service rifle include:
 - **Optics will be allowed, variable scopes with a max power 1-4.5x installed on the receiver with max objective lens of 34mm. If an optical sight is used, the same optical sight configuration must be used in all stages of the course of fire (changing sights or sight mount configuration is not permitted.)**
 - **CMP Alternative Rifle.** Residents of states where the ownership of a Service Rifle that complies with Rule 6.1.1 is prohibited by law may use a CMP Alternative Rifle, See Rulebook for details.
 - **There will only be one class of service rifle, optics and iron sights will compete in the same class.**
- Service Pistol - M1911/M1911A1 .45 CAL, M9 9MM (BERETTA 92FS) See new rule changes for additional service pistols allowed. <https://thecmp.org/wp-content/uploads/Rulebook.pdf>
 - CMP List of approved Service Pistols can be found at: <http://thecmp.org/wp-content/uploads/CMPApprovedServicePistols.pdf>
MATCH-CONDITIONING MODIFICATIONS. The new rules now permit pistols with several additional match-conditioning modifications that were not previously permitted. In addition to authorized modifications on M1911 and M9 pistols such as barrel bushings, extended and vented triggers, replacement sights and Accurails, the new rules will permit all approved service pistols to have oversize or extended magazine releases, hammers of any configuration, beavertail grip safeties, ambidextrous or extended safeties and full-length recoil guides."
- Limited numbers of match-grade AR-15 rifles and M1911A1 pistols are available for sharing by competitors who have no personal equipment.
- For current specifications on Service Rifle & Service Pistol: <http://thecmp.org/wp-content/uploads/Rulebook.pdf>

California Gun Laws:

- Weapons (rifle). M14, M16, or civilian equivalent service rifles are considered assault weapons under California law. Federal government weapons are exempt. Out of state residents may bring assault weapons into the state if attending an organized match or competition conducted on a target range, club, etc., for the purpose of shooting targets. (ie. You can bring an assault weapon into the state, shoot in the matches, and then depart the state.)
- State of California has No restriction on ownership of high capacity magazines, but Los Angeles City has a restriction on possession of High Capacity Magazines.
- Transportation of "Assault Weapons" as defined in California Law must be unloaded in a locked case and not accessible to the driver or passengers.
- Individuals who live off base must go directly to the range upon entering the Marine Corps Base. Personally owned firearms may be transported between the ranges, the Armories' van, and the Match Office. Limited firearms storage is available on Ranges 116A/B.
- Pistols must be transported the same way as assault rifles.

Firearms and Ammunition on Camp Pendleton.

- All Firearms must be in a locked container inaccessible from the passengers.
- Ammunition must be in a separate container and inaccessible from the passengers.

Ammunition: CMP Rule 6.5 “Any safe ammunition”. ALL Competitors will be required to supply their own ammunition. Limited quantities of personal ammunition may be provided on a case-by-case basis for those arriving with none (i.e. if you are borrowing equipment/weapons on the line, your firing point sponsor MAY be able to provide ammunition). Note: while perfectly legal to use 55 grain 5.56/223 ammunition, the accuracy of this round is not conducive to precision marksmanship beyond 200 yards. Recommend 77 or 80 grain match ammunition fired from a 1:8 barrel.

- Other Services – Other services will provide their own ammunition.
- Service pistol competitors may use any safe ammunition loaded with metal-jacketed bullets. Non-jacketed, Wad-cutter or lead bullets may not be used. Semi-wadcutter (SWC) bullets are authorized.
- To be clear, In accordance with CMP rules, bullets MUST be metal-jacketed. Copper plated bullets are not legal. If you are not sure, please ask.

Uniforms: The uniform for the matches is the Navy Working Uniform. Individuals authorized alternate camouflage uniforms may wear them to the match. While on the range, competitors are authorized appropriate shooting attire. Before and after shooting, competitors must be in a clean, complete, and proper uniform.

Targets: NRA Approved Targets: Pistol – B6, 50 yd and B8, 25 yd; Rifle – SR, 200 yd; SR3, 300 yd; MR, 600 yd.

Scoring: All competitors will score. Any competitor who does not fulfill his/her scoring duties may be disqualified.

Pistol: Competitors will proceed to the target assigned for scoring, (**DO NOT GO TO YOUR TARGET FIRST**), score the other target (**Do not place anything into any shot holes**). Record the score on the score card and also write the score on the target (within the area covered by a replacement center) for the other competitor. Then proceed to your target to verify that your scorer has scored your target correctly. If there is anything other than a minor correction (math error, etc), do not argue the score, just staple \$1 to the target (challenge fee) and tell a block officer you have a challenge. The score will be evaluated by a jury and you will be notified of the results after you finish shooting (i.e. don't dwell on it).

Rifle: As scorer, you serve as a match official and will score as follows:

- Slow Fire shots – call out the value of each shot to the competitor. (Value only, do not give any clock position). If you have a target that comes up with anything but the required 10 shots, contact a line official. Double check this.....
- Rapid Fire – Watch the competitor to verify that he/she has loaded the gun correctly; count the rounds the competitor shoots, watch for any malfunction or issue. Report it to the line official when required. If you have a target comes up with 6” spotting disks on the top of the target then you have a target that had insufficient or excessive hits. Follow the instructions of the line official.

Scorecards: Scorecard discrepancies can ruin an otherwise good day at the range. A wise carpenter uses the adage “measure twice, cut once.” The careful competitor will check and re-check their scorecard for accuracy. Once the scorecard is turned in, there is no provision for updating an improperly completed/added score. It is your responsibility to ensure 100% accuracy prior to submitting the scorecard. Do yourself a favor and buy a 5x7 clipboard to hold your scorecard during scoring, the strong winds have blown many loose scorecards downrange. **You should also bring a gallon size Ziploc bag for rainy weather!**

Target Service: Competitors will be required to pull/mark targets as assigned by the Rifle and Pistol Match Directors.

Squadding: Individuals are responsible for knowing their squadding information. Unless otherwise announced, squadding information will be posted on the bulletin board (also known as the Wailing Wall) outside Match HQ. **Remember your firing point.** During the rifle phase, the more experienced shooters will be squadded on the first and third relays. These shooters are expected to assist less experienced shooters with setting up their gear, getting into position, scoring, reading the wind, etc.

Empty Chamber Indicator: Empty Chamber Indicators (ECIs) are required and must be used at all times except during preparation time and firing. All weapons (rifle and pistol) require an ECI.

Limited Technical Inspection: All weapons require a LTI to determine safe operation and rules compliance. Measures (weights, rulers) used by LTI inspectors are the standard for the match and will be the final determinant for LTI passage.

Personal Equipment: EYE AND HEARING PROTECTION IS REQUIRED for all personnel present while live firing is being conducted. Availability is the individual's responsibility. Rifle shooting equipment (coats, gloves, mats, spotting scopes) are available on a limited basis and in limited sizes. Gear issue will be done on Monday Apr 18 2016 during rifle training. Type and quantity of equipment available for checkout will not be known until muster.

Excellence-In-Competition (EIC) Reporting:

- Navy – EIC points and place awards will be issued to the Top 10% of the non-distinguished Navy Shooters.
- Other Services – Results will be available to the other services. Each service will issue points and awards based on their governing instructions.
- Retired/Civilians – Results will be available to the CMP for determination and they will issue points and awards.

Qualification Course (issuing of Navy Marksmanship ribbons/medals): Except for practice days and team match scores, all other courses of fire are considered qualification courses for purposes of earning Navy Marksmanship ribbons/medals. Navy competitors who meet or exceed current qualification cutoffs (below) will be issued letters for marksmanship medals/ribbons upon request if not already entitled to the award. Competitors requiring the OPNAVINST 3591.1F Navy Handgun Qualification Course for watch-stander qualification should have the requirement stated from their command (either in their orders or in separate correspondence), and highlight this during registration.

Rifle:	Expert	425 - 500
	Sharpshooter	400 - 424
	Marksman	350 - 399
Pistol:	Expert	210 - 300
	Sharpshooter	180 - 209
	Marksman	160 - 179

Challenges and Protests: The following is from the NRA Highpower Rifle Rules and is printed for informational purposes. The most current issue of the NRA Highpower Rifle Rules will govern.

16.1 Challenges – When a competitor feels that shot fired by himself or by another competitor has been improperly evaluated or scored, he may challenge the scoring. Such challenge must be made immediately upon announcement of the score. No challenge will be accepted after the targets have been pasted...

16.2 Protests –A competitor may formally protest:

- (a) Any injustice, which he feels, has been done him except the evaluation of a target, which he may challenge as outlined in Rule 16.1.
- (b) The conditions under which another competitor has been permitted to fire.
- (c) The equipment, which another competitor has been permitted to use.
- (d) The score that a competitor has received.

16.3 How to Protest - A protest must be initiated immediately upon the occurrence of a protested incident.

Failure to comply with the following procedure will automatically void the protest:

- (a) State the complaint orally to the Chief Range Officer. If not satisfied with his decision then,
- (b) State the complaint orally to the Official Referee, Jury Chairman or Supervisor. If not satisfied with his decision then,
- (c) File a formal protest in writing with the Official Referee, Jury Chairman or Supervisor stating all the facts in the case. Such written protest must be filed within 12 hours of the occurrence of the protested incident.

During the PACFLT and All Navy (West) Matches, the official referee is CWO4 (ret) Don Gussler, however, in his absence, it is the competition (Rifle or Pistol) Phase Director. The Protest Committee consists of the Match, Rifle and Pistol Directors, their Assistants and the Officer-in-Charge. The challenge jury shall consist of any 3 distinguished shooters in that discipline without a conflict of interest in the target being challenged.

Results Challenge Period: Scores will be posted on the official bulletin board outside the admin building. Competitors are responsible for initiating challenges to the posted scores to the Match Director, Assistant Match Director, or Statistical Officer before the next day’s firing or as marked on match results by Statistical Officer. After that time, all scores will be final.

Scoring Challenge Fee: Challenges on the line will be \$1.00 per challenge.

Awards: The Awards Ceremony will be conducted on the final day of the matches (15 April 2018).

PACFLT Rifle and Pistol Championships

- o Rifle and Pistol Grand Aggregate 1-5 place
- o Rifle Individual 1-5 place
- o Pistol Individual 1-5 place
- o Other Service/Civilian Rifle & Pistol Grand Aggregate 1st place
- o Other Service/Civilian Rifle Individual 1st place
- o Other Service/Civilian Pistol Individual 1st place
- o Rifle EIC top 10%
- o Pistol EIC top 10%

- Rifle Team Match Large Command 1-3 place
- Rifle Team Match Small Command 1st place
- Pistol Team Match Large Command 1-3 place
- Pistol Team Match Small Command 1st place
- Other Service/Civilian Rifle Team 1st place
- Other Service/Civilian Pistol Team 1st place
- High New Shooter (each Rifle & Pistol) 1st place
- USMC – Master Guns 1st place

All Navy (West) Rifle and Pistol Championships

- Rifle and Pistol Grand Aggregate 1-5 place
- Rifle Individual 1-5 place
- Pistol Individual 1-5 place
- Other Service/Civilian Rifle & Pistol Grand Aggregate 1st place
- Other Service/Civilian Rifle Individual 1st place
- Other Service/Civilian Pistol Individual 1st place
- Rifle EIC top 10%
- Pistol EIC top 10%
- Long Range Rifle (Service/Match) 1-2 place
- Long Range Pistol (Service/Match) 1-2 place
- Long Range Rifle (Other Service) 1st place
- Long Range Pistol (Other Service) 1st place
- Gorchenski Award 1st place
- USMC – Mountain Man 1st place
- Special award for top female new shooter active or reserve 1st place

Note: Female Shooter Award: There will be an award presented to the ALL-NAVY, new, military, female shooter, Rifle and Pistol Grand Aggregate winner. The purpose of this award is to encourage female Navy personnel to compete and to continue improving their marksmanship skills. The award is sponsored by Charmaine Malone, a long-time shooter with us, as her way of giving back to the PACFLEET/ ALL-NAVY matches, and thanking all the kind and helpful personnel for providing the invaluable instruction over ten years to help make her the shooter she is today.

The Pacific Fleet Rifle Team Trophy and Pacific Fleet Pistol Team Trophy will go to the highest scoring Navy Command team regardless of small or large command. The All Navy Rifle Trophy and All Navy Pistol trophy will be awarded to the highest scoring team of the two coasts, regardless of active or reserve team.

General Information:

1. **Safety** is our top priority. Wear/use your personal protective equipment and obey the rules. Violations of these rules are sufficient for immediate disqualification and removal from the matches.
2. **Profanity**. Profanity or abusive language will not be tolerated. Conduct yourselves in a professional manner keeping in mind the Navy Core Values of Honor, Courage and Commitment. The marksmanship discipline exemplifies these traits.
3. **Alcohol policy**. The consumption of alcohol less than eight hours prior to shooting or *while shooting is in progress* is prohibited. If you are suspected of being under the influence, you may be directed to medical for a fitness for duty evaluation and subsequent administrative action.
4. **Limited technical inspections** (LTIs). LTIs performed by match officials will be conducted on all weapons to be fired, including government owned.
5. **Dining facilities**. There will be geedunk trucks at various times on the range. Otherwise, the nearest eating facilities are located at Area 43. During matches there will be no lunch break, so plan accordingly.
6. **Water**. Participants should bring their own water containers. Stay hydrated at all times.
7. **Berthing**. Location will be available at Check In.
8. **Parking**. Competitors may park in designated parking only, normally behind the firing line. During check in, parking is allowed in the gravel parking lot above range 116B asphalt parking lot.
9. **Muster**. Each individual is responsible for mustering at the appropriate time and place each day with shooting equipment. During the rifle matches, you will muster on the 200-yard line at your assigned firing point. If you are a member of a team, the senior petty officer may muster the whole team with the appropriate Match Staff official. If you are not present for muster, you may be disqualified from that shooting evolution.
10. **Armory Use**. The Armory is to be used to store personally owned firearms during the duration of the matches for personnel visiting from out of the area. The armory will be open before and after a match during posted hours. The hours will be posted both at the armory and on the match bulletin board located by the admin building.

11. **Match Feedback Form.** A Match Feedback Form will be available at checkout. Please feel free to make comments to improve this event. Your feedback is important. With the increasing number of Individual Augmentee (IA) tours of our Sailors in combat, we are trying to get data points on how many of our shooters have completed an IA tour or have orders to an IA billet. Please take a moment and let us know via the feedback form.

NAVY RIFLE AND PISTOL TEAM COMPOSITION RULES:

Small Command Team: Small Command Team is a command made up of less than 500 personnel.

Large Command Team: Large Command Team is a command made up of more than 500 personnel.

NOTE: To keep the spirit of team competition between all small commands and large commands, we will not have "Move-up" teams or "Discipline" teams. If a small command only has three shooters, the 4th shooter will be randomly drawn from the entire pool of new shooters and that command will compete as a small command. If a large command only has 3 shooters, the 4th shooter will be drawn from the pool of new shooters and that command will compete as a large command. Random draw is conducted by the Statistics Officer. If your command only has two shooters, then you can try to put together a "make-up" team and compete for bragging rights.

Active Team: All shooters must be on active duty from the same command; a reservist may be a member of an active team if the reservist is on extended active duty of over 90 days before the match starts. Other services stationed at the same command may be part of the team but can only make up 50% of the firing members. An FTS team from the same Reserve Center/Command will be considered as an active duty team, however if one member is a reservist from the same Reserve Center/Command then the team will be considered a reserve team. Every team must have a new shooter.

Note: Retired, reserve or other ineligible members may serve on a legal team as non-firing members, i.e. coach, score keepers, target pullers, etc.

Command Team: All members of the team must be from the same command or three members of the team must be from the same command and the remaining member will be randomly drawn from a pool of new active shooters. Command Team must have a new shooter. Pulling 4 shooters together and calling themselves Navy Region Mid Pacific will not fly... The intent of the team awards is for ships, squadrons, subs or shore stations to field a full team to represent that command.

Reserve Team: All shooters must be on reserve ⁽¹⁾ or fleet reserve ⁽²⁾. Active duty and retired may not be members of a reserve team. A Reserve Team will be Reserve Sailors from the same UIC. Reserve Center is the order-writing authority for those Unit/Units. A Reserve team is NOT Reserve Sailors from a Fleet concentration area (i.e. North West). If that were allowed, then we would have active duty Sailors from multiple ships in San Diego to make-up their own team. All Sailors must be from the same UIC. Note: Every team must have a new shooter.

⁽¹⁾ Reservists mobilized to extended active duty over 90 days prior to match start may request to compete as reservists for both individual and team matches. However, a reservist must declare their intent to compete as active or reserve prior to the start of the matches, and must compete for all individual and team awards in the same category for the duration of the matches.

⁽²⁾ A Fleet Reserve may request to compete as retired/civilian for both individual and team matches. However, a Fleet Reservist must declare their intent to compete as fleet reserve or Retired/Civilian prior to the start of the matches, and must compete for all individual and team awards in the same category for the duration of the matches.

Note: Retired, Active or other ineligible members may serve on a legal team as non-firing members, i.e. coach, score keepers, target pullers, etc.

Command Team (I): All members of the team must be from the same Reserve Unit or the same Reserve Center. If the team has only three members from the same Reserve unit or Reserve center, then the remaining member will be randomly drawn from the pool of reserve new shooters. Note: Command Team must have a new shooter.

Command Team (II): All members of the team must be from the same Reserve Unit or the same Reserve Center. FTS will be considered reserves if they are responsible for the administrating of the same Reserve Center. If the team has only three members from the same reserve unit or reserve center, then the remaining member will be randomly drawn from a pool of reserve new shooters. Note: Command Team must have a new shooter.

Retired Team: All shooters must be retired from the NAVY. Enlisted are retired after 30 years. Officers are retired upon leaving active duty. Active duty, Fleet Reserve ⁽¹⁾ or Reserve members cannot be members of a retired team. Retired team will not be considered for awarding of command trophies.

⁽¹⁾ A Fleet Reserve may request to compete as retired for both individual and team matches. However, a Fleet Reservist must declare their intent to compete as fleet reserve or Retired/Civilian prior to the start of the matches, and must compete for all individual and team awards in the same category for the duration of the matches.

Make-up Team: Both active duty and reserves may enter a make-up team. The team is made up of four individuals from various disciplines or commands. The make-up team must have a new shooter. Make-up teams will only win bragging rights, and will not be considered for awarding of command trophies. (The use of this rule is at the discretion of the Board and ammunition availability). If a small or large command team does not have enough pit pullers to support their team, the rifle director will assign pit pullers from those shooters not assigned to a legal team. Make-up teams will only be allowed once the legal small and large command teams have enough pit pullers to support those teams.

Other Service Teams: During the Fleet Forces Command (Atlantic) Week, other services (Air Force, Army, USCG, and USMC) are permitted to enter a team for training purposes and bragging rights but are not eligible for the Atlantic Fleet Team trophies.

Maximum number of Teams: PAC – max of two teams per command, at the discretion of the match director. All Navy week – two active teams, two reserve teams, one retired team and other services may enter one team each. There will be no “make-up” teams allowed. The rifle director will assign pit pullers and score keepers from those shooters not assigned to a legal team to support the All Navy rifle teams.

Scoring: Competitors will score. Any competitor who does not fulfill his/her scoring duties may be disqualified.

Scorecards: Scorecard discrepancies can ruin an otherwise good day at the range. Competitors shall check and re-check their scorecard for accuracy. Once the score card is turned in, there is no provision for updating an improperly completed/added score. It is your responsibility to ensure 100% correctness with your scorer, signified by both signatures applied, prior to turn in. Match Director has final decision authority.

Pistol Scoring and marking phase

1. When to Score - Targets are scored after each 10 shot stage

2. Where to Score - Targets will be scored in the target frames.

3. How to Score - A shot hole, the lead edge of which comes in contact with the outside of the bullseye or scoring rings of a target, is given the higher value. A scoring gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. Devices other than scoring gauges may be used to assist in establishing the correct value of hits. These devices are not to be inserted into the bullet hole and do not constitute a scoring gauge.

- In case of keyhole or tipped shots, the higher value is awarded if the lead edge of the bullet hole touches the scoring ring of higher value, even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
- In case of skid shots, the higher value is awarded if the lead edge of the bullet hole touches the scoring ring of higher value, except the value of a skid shot may not be more than one ring higher than the original point of bullet contact with the target. The target shall be defined as the entire card or paper on which the scoring rings are printed but shall not include the backing. When the original point of bullet contact is on the target card, but outside the scoring rings, and the lead edge of the bullet touches a scoring ring, it will be given the value of the lowest scoring ring.
- When a bullet enters a target from the back side it will be scored as a miss.

4. Authorized Use of Plug Type Scoring Gauges - The use of the plug-type gauge will be restricted to use by range operating personnel. No competitor will use scoring plugs of any kind on a target at any time. Competitors acting as scorers may use overlays in the performance of their duties.

5. Removal of Plug Type Scoring Gauge

- The plug type scoring gauge, if used, must be under control of the referee, if the referee is not available, remove the target and send the target to statistical shack for evaluation. The referee will insert the plug and it will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed by the Referee, Jury or Supervisor after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to the Referee, Jury or Supervisor for final decision.
- Only the Referee, Jury or Supervisor may use a plug type scoring gauge to determine if a shot hole is a double

6. Misses - Hits outside the scoring rings are scored as misses.

7. Early or Late Shots - When a shot is fired early or late, that is, before or after the signal to commence or cease fire, when the required number of hits are visible on the face of the target, the value of the highest hit will be scored a miss. When fewer than the required number of hits are visible on the target, the competitor will be scored a miss for each shot not on the target, and those visible on the target will be scored in the normal manner.

8. All Shots Count - All shots fired by the competitor after position has been taken at the firing point will be counted, even if the pistol is accidentally discharged.

9. Hits on Wrong Target or Bullseye - Hits on the wrong target or bullseye are scored as misses. A wrong target is defined as a target other than that:

- Assigned to the firing point upon which the competitor is squadded (assigned).
- Intended to be used for the match, stage and distance in that event concerned.

10. Ricochets - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet.

11. Visible Hits and Close Groups - As a general rule, only those hits which are visible will be scored. An exception will be made in the case where the grouping of 3 or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooters will be given the benefit of the doubt and scored hits for the non visible shots, on the assumption they passed through the enlarged hole. If such an assumption could place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.

12. Excessive Hits - If more than the required number of hits appear on the target, any shot which can be identified by the appearance of the bullet hole as having been fired by some competitor, other than the competitor assigned to that target, or as having been fired in a previous string, will be pasted and will not be scored. If more than the required number of hits then remain on the target a complete new score will be fired and the original score will be disregarded, except:

- If all hits are of equal value, the score will be recorded as the required number of hits of that value.
- The competitor shall be allowed to accept a score equal to the required number of hits of lowest value.
- If a competitor fires fewer than the prescribed number of shots through the competitors own fault, and there should be more hits on the target than the shots fired, the competitor will be scored the number of shots of highest value equal to the number fired, and will be given a miss for each unfired cartridge.

- If a competitor, by mistake, fires more than the required number of shots, the required number of hits of lowest value will be scored.
- If the competitor refires, the values of the shots on the original target with excessive hits will be recorded on the back of the score cards and on refiring, the competitor may not receive a score higher than the required number of hits of highest value on the original target. If the score on the refired target is higher than the required number of hits of highest value on the original target, then the original target shall be scored using the appropriate hits of highest value; but if the score on the refired target is not higher, then such refired score will be recorded.

13. Scoring Altered Targets - Targets (*In this instance the term "Target" also includes the target frame*) intentionally altered or marked to benefit a shooter over other competitors will not be scored.

14. Scorer's Duties –Targets will be scored in the frame. The scorer records the value of each hit on score card and writes the score on the target face at the 1:30 position just outside the black aiming mark. Only "X" and Arabic numerals must be used when shot values are entered, misses are marked as "M".

15. Erasures on Score Cards - Erasures on score cards are not permitted. If correction is necessary, it must be made and initialed by the Scorer or Range Officer. To make a correction, the Scorer or Range Officer draws a line or lines, through the incorrect score and places the correct score above.

Rifle Scoring and marking phase.

1. When to Score - Before scoring any target, examine it and count the hits to determine whether there are hits of uncertain value requiring gauging, possible ricochet hits, or conditions possibly requiring help from a Pit Officer. In these cases the Pit Officer will assist in the scoring when any of these situations apply. If they do not, or if they do and their applicable procedures have been completed, then proceed as listed below for each shot credited to the competitor.

- (a) In slow fire, spot and signal each shot when fired.
- (b) In rapid fire, spot and signal all shots after completion of each string.

2. Where to Score - Targets will be scored in the in the pits and in frame.

3. How to Score - Hits will be scored based upon the diameter of the bullet fired. When a shot hole's leading edge comes in contact with the outside of the "X" ring or other scoring rings of a target, it is given the higher value (including keyhole or tipped shots even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter). X's must be scored. A proper scoring gauge overlay or magnifying glass may be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring. Close shots should be checked for the shooter's benefit. Scoring gauges will comply with the following dimensions.

Caliber Flange Diameter (+/- .001)

5.56mm224
7.62mm308

Devices other than scoring gauges may be used to assist in establishing the correct value of hits. However these devices are not to be inserted into the bullet hole and do not constitute a scoring gauge.

4. Scorers' Duties - Scorers are required when targets are scored in the pits. In team matches and individual matches, the scorer's position will be established at least 2 paces to the rear of the firing line. Upon assuming the duties of a scorekeeper, an individual becomes an official of the match. The Scorer's duties include but are not limited to the following:

- (a) Where scorers are present on the firing line, the scorer will confirm that the data required on the score card are entered and are correct.
- (b) During rapid fire, the scorer will position themselves so that they can closely observe the competitor's firing and the operation of the target. Carefully count the shots as they are fired and

note any unusual occurrence such as mechanical malfunctions or late shots. If a late shot is observed the scorer will immediately notify the Block Official. Under no circumstances will the scorer observe the targets through a spotting scope during the firing phase of a rapid fire string. The scorers spotting scope will be turned away from the targets while they are exposed for firing. If for any reason the number of shots fired differs from the number prescribed, immediately after the command "Cease Firing", the scorer will notify the Block Official of the number actually fired.

(c) When targets are scored in the pits, the scorer will enter the value of each shot on the score card as signaled, announcing the value only to the competitor in this manner: "Mr. Blank's first sighting shot (first shot etc.) is a." After entering all shots of the string, the scorer will enter the total. If the competitor requests that the shot value not be called out in slow fire, the shooter forfeits the right to challenge the recorded score.

(d) An individual value (X, appropriate Arabic value numeral, or M for misses) must be entered for each shot in the separate spaces provided on the score card. For slow fire, the scorer will enter the value for each shot in the order in which fired and signaled. For other types of fire or scoring, the scorer will record all shots after completion of a string, recording the highest value hits first, then hits of the next highest value, etc. Any shot not individually recorded as here prescribed shall be scored a miss.

(e) At the conclusion of scoring, the scorer will:

(1) Enter the total score.

(2) Sign the card.

(3) Have the competitor (or Team Captain in Team Matches) sign the card.

(f) The competitor is responsible for complying with all safety regulations. The scorekeeper will verify that the rifle is unloaded and in a safe condition upon completion of a string of fire and that the empty chamber indicator is in place before the competitor's departure from the firing line.

5. Authorized Use of Plug Type Scoring Gauges - When competitors are acting as target pullers, they will be allowed to use a scoring plug to verify the correct value of the shot being marked.

6. Misses - Hits outside the scoring rings or scoring areas are scored as misses. If the competitor fires fewer than the prescribed number of shots through his own fault, or fires on the wrong target, he is scored a miss for each unfired shot or each shot fired on a wrong target.

7. Early or Late Shots - Any sighting shots or record shots fired prior to the signal to "**COMMENCE FIRING**", shall be considered "record shots" and be scored as misses. In slow fire matches the competitor will be penalized by being scored a miss for his first record shot. In rapid fire, he will be penalized by being scored a miss for the hit on the target of highest value.

8. All Shots Count - All shots fired by a competitor after he has taken his position at the firing point will be counted in his score even if the rifle may be accidentally discharged.

9. Hits on Wrong Target - Hits on the wrong target are scored as misses.

10. Ricochets - A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that the bullet which keyholes is not necessarily a ricochet. If there is doubt in the mind of the target marker as to whether a hole is caused by a ricochet bullet, the Pit Officer must be called and his decision obtained before the value of the hit is signaled or scored.

11. Visible Hits and Close Groups - As a general rule only those hits which are visible will be scored. An exception will be made in the case where the grouping of three or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark, and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target and when there are no excessive hits on one or two adjacent targets. In such case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged

hole. If such assumption could place a non-visible hit in either of two scoring rings, it shall be scored in the higher-valued ring.

12. Excessive Hits - Excessive hits are defined as hits in excess of the prescribed number of shots, or in excess of the number shots the competitor has fired. A competitor will not be credited with more shots than he has fired. If excessive hits are found, any hit which the Pit can distinguish as having been fired by some other competitor or during some other string, will be ignored and the correct shot holes counted and scored. This distinction may be by caliber of bullet hole, backing target or other means. In rapid fire, scoring discs will be placed in the top of the target according to Rule 18 based on the initial number of hits. (The scoring discs are for the purpose of notification of competitors in the vicinity of the affected target that the target has excessive hits). If excessive hits remain indistinguishable, the following procedures apply:

(a) In any string, if all hits are of equal value, score the number of shots the competitor fired, assigning a miss for each required shot he failed to fire.

(b) **In slow fire:**

(1) If more than one hit appears when the assigned competitor fires, put spotters in all hits, score the hit of highest value, and make no record of the other hit(s).

(2) If more than one hit appears on a competitor's target while he is firing sighting shots, these hits will be spotted but not scored. A Block Officer will inform the competitor and allow him an additional sighting shot and time.

(3) Slow Fire - If a competitor fires more than the required number of shots, the extra shots will be disregarded.

(c) **In rapid fire:**

(1) Hold in the pit any target which has excessive hits until the Pit Officer directs further actions. No spotters will be inserted until the Pit Officer's decision is made.

(2) If the competitor fired fewer than the required number of shots through his own fault, and more hits than he fired appear on the target, he shall be given the score corresponding to the number of shots he fired, of highest value, and scored a miss for each shot which he did not fire

(3) If the competitor fired the required number of shots in the required time and eleven (11) hits are found on the target, all hits will be spotted on the target and the value of all hits will be indicated on the score board. The score keeper will record the value of the ten (10) hits of highest value. The competitor will not have the option to re-fire.

(4) If the competitor fired the required number of shots in the required time and more than eleven (11) hits are found, the competitor may either accept the value of the ten (10) hits of lowest value or re-fire the string. If the score is accepted, all hits will be spotted on the target and the value of all hits be indicated on the score board and the score keeper will record the value of the lowest ten (10) hits.

(5) If the competitor fired fewer than the required number of shots through no fault of his own and more hits than fired appear on the target, all hits will be spotted on the target and the value of all hits will be indicated on the score board. The score keeper will record the score corresponding to the number of shots fired by the competitor of highest value on the front of the score card. The competitor will re-fire the string on the alibi relay and the score will be recorded on the back of the score card. The shots of lowest value needed to complete the string will be transferred to the front of the score card.

(6) If a competitor fires more than the required number of shots, and this is verified by the scorekeeper, and he has more than 10 hits on his target, and there are no insufficient shots one or two targets to the left or right of the assigned target, the competitor will receive a score of zero for that string of fire.

13. Non-Visible Hits-All in the 9 and/or 10 Ring - In a rapid fire string where a competitor fires a complete 10 shot string in the required time, and where only nine hits are visible in the 9 and/or 10 ring, and where there is no evidence that a shot went elsewhere than through the assigned target, and where there are no excessive hits one or two targets to the left or right of the assigned target, the competitor may:

(a) Accept the score as fired.

(b) Challenge the score:

- (1) Before refiring an additional string, or
- (2) Before accepting the score as fired.

(c) Fire an additional 10 shot string. Scoring procedure: The value of the nine hits on the competitor's target will be recorded on the front of the score card. (If the problem occurs on the first string of a two string stage, it shall be recorded as the first string even though it is incomplete. The next string fired will be recorded as the second string.) The refire string will be fired on the alibi relay, and recorded on the back of the score card. The shot or saved round of lowest value of the refire string will be transferred to the front of the score card to complete the score.

Note: In the event three adjacent targets result in two targets having only nine hits all in the 9 and/or 10 ring and there being only one excessive hit on the three targets, both the competitors with insufficient hits will have the options of (a), (b), or (c). Rule 12 will apply to the competitor with excessive hits.

14. Non-Visible Hits - Late Shots - In a rapid fire string, if the scorer observes a late shot, he will immediately notify a Range Officer. If the score results in insufficient hits, a refire string will not be allowed.

15. Non-Visible Hits - NOT All in the 9 and/or 10 ring - In a rapid fire string where a competitor fires complete 10 shot string in the required time, and where there has been no evidence that a shot went elsewhere than through the assigned target, that is, one or two targets to the right or left of the assigned target, and where fewer than 10 hits are visible on the target, the competitor may challenge, or accept the score of the shots visible.

16. Insufficient Hits - If a competitor fires fewer than the required number of shots through his own fault, he shall be given the score corresponding to the number of shots he fired, and scored a miss for each unfired shot.

17. Misses Scored - In any string, the competitor must be scored the required number of shots, assigning a miss for each required shot which he failed to fire.

18. Notification of Competitor - In all cases where insufficient hits or excessive hits apply, the competitor will be notified at once of the fact that there is a problem with his target in the following manner:

(1) Insufficient Hits: If there are insufficient hits on a target, a scoring disc will be placed in the top center of the target and the number of hits written on the top of the rapid fire score board. If they are all in the 9 or 10 ring, the word "YES" will be written under the figure 9 and if all the apparent hits are not in the 9 or 10 ring, the word "NO" will be written under the figure 9. If Rules 14.11 through 14.12.1 apply, the competitor will also be notified if there are any excessive hits one or two targets to the left or right of the assigned target.

(2) Excessive Hits: If there are more than eleven (11) hits on a target, the scoring disc will be placed in the top right hand corner of the target. The score of the ten hits of lowest value will be written on the top of the rapid fire score board and the target will immediately be placed at half mast to expose only the value spotter and the top of the score board.

(3) Eleven (11) Hits: If there are eleven (11) hits on a target, scoring discs will be placed in the top center and the top right hand corner of the target. The eleven (11) hits will be spotted and the value of the eleven (11) hits will be indicated on the score board. The target will then be run up.

(4) Inadvertently pulled target: If a target puller inadvertently moves the target just as a shooter fires a shot causing a hit high or low on the target or a shot to miss the target, he should immediately notify the shooter, scorer, and Range Officer in the following manner: He shall paste up the shot hole if any, place a value marker on the target frame at 9 o'clock and a value marker at 3 o'clock and run the target up fully.

The shot fired shall be ignored and the competitor given an additional shot.

(5) Pit Range Alibi: When a pit range alibi is granted, all holes will be pasted and the target run up with a scoring disc placed in the 3 o'clock position (The hole for scoring an eight in slow fire).

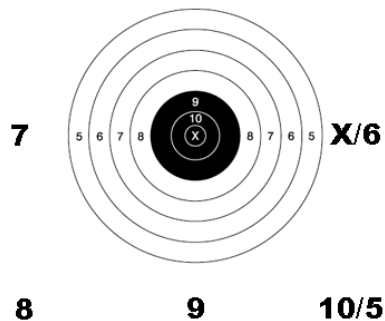
19. Target Puller Responsibilities - Target pullers are responsible for following the scoring procedures and for following directions of the Pit Officer. During slow fire, the target puller will pull and mark the target after each shot only after the shot has been visually located on the target unless directed by a pit official.

20. Score Card Corrections - No erasures are allowed on score cards. When an incorrect value has been entered on the score card, the scorekeeper will immediately advise the shooter, draw a line through the incorrect value, enter the correct value above, and initial. When targets are scored in the pits, the recorded value of any shot will not be changed (except when re-disked or re-marked) unless some special message with reference to it is received by a Range Official from one of the Pit Officials.

21. Use of Shot Hole Spotters - Shot hole spotters are used to show the location of hits; white spotters for hits in the aiming black and black spotters for hits elsewhere (including hits scored as misses). **In slow fire**, a spotter is placed in the first hit, the target exposed and the value signaled, and the target is left exposed for the next shot. As each succeeding shot is fired the target is withdrawn, the spotter moved to the new hit, the previous shot hole covered with a target paster and the target is re-exposed and the new hit value signaled. **In rapid fire**, spotters are placed in all hits of the string, or as many as feasible, before exposing the target to signal the values. After signaling all hits, the target is withdrawn, spotters removed and holes pasted before the next string. In the case of excessive or insufficient hits in rapid fire, spotters shall not be inserted in the target until directed by the Pit Officer. The same size spotter will be utilized on all targets for each stage of fire

22. Signal Systems for Scoring Targets - The visual signaling system described below will be used:

(a) **Slow Fire:** Value spotters are placed as indicated on the target frame, all of a highly visible color such as fluorescent orange or black. The shooter may request the color they can best see.



- XCenter Right side
- 10Bottom right corner
- 9Bottom center
- 8Bottom left corner
- 7Center left side
- 6..... Center right side (same as X)
- 5Bottom right corner (same as 10)
- Miss ...Both bottom left corner & bottom right corner

(b) **Rapid Fire:** A narrow vertical chalk board is hung on the left side of the target frame (during scoring phase only), with the successive scoring values painted on it. Opposite each value is chalked the total number of hits of that value scored in the string.

Higher Level Matches:

Pistol Inter-Service: Dates TBD at the Army Marksmanship Unit, Ft Benning, GA. Refer to www.usnmt.org for additional information.

- **Advance Registration, (Current USNMT Application) must be on file with Pistol OIC, TBD.**

Pistol Nationals: NRA Pistol 09-13 July 2018 at Camp Perry Ohio. Refer to www.usnmt.org for additional information.

- NRA POC: National Rifle Association: (NRA Competitive Shooting Division, 11250 Waples Mill Rd, Fairfax, VA 22030-9400, Request a copy of the National Rifle and Pistol Championships Program, Indicate which Phase. Or you may send a request via email to compadmin@nrahq.org.)
- Location: Camp Perry, Ohio. (Port Clinton, OH)
- NRA Registration: You can register online for all events at the NRA National Matches by going to www.nrahq.org/compete and clicking the “Camp Perry Online Entry” link.
- CMP Registration: Online registration is available for all CMP events at www.odcmp.com/national/matches.htm
- CMP Matches 14-15 July 2018 at Camp Perry Ohio.
- Remarks:
 - NRA Classification not required for CMP Matches, NRA Classification required for NRA Matches.
 - Competitors Packages are obtained from the NRA, competitions department.
 - Military on Cost Orders must be there for SAFS as a coach.
 - Do Not Sign up as a student for SAFS, You will be a coach, not a firing member.
 - **Advance Registration, (Current USNMT Application) must be on file with Pistol OIC, TBD.**

Rifle Inter-Service: Dates TBD. Refer to www.usnmt.org for additional information.

- Location: Marine Corps Base Quantico, VA
- Entry Fee: Information will be listed on www.usnmt.org Events Section
- Remarks:
 - **Advance Registration, (Current USNMT Application) must be on file with Rifle OIC, TBD.**
- **Rifle Nationals:** 05-24 July 2018 at Edinburg, Indiana. Refer to www.usnmt.org for additional information
 - NRA POC: National Rifle Association: (NRA Competitive Shooting Division, 11250 Waples Mill Rd, Fairfax, VA 22030-9400, Request a copy of the National Rifle and Pistol Championships Program, Indicate which Phase. Or you may send a request via email to compadmin@nrahq.org.)
 - NRA Registration: Online registration is available in late March. You can register online for all events at the NRA National Matches by going to www.nrahq.org/compete
 - CMP POC: Online registration is available for all CMP events at www.odcmp.com/national/matches.htm
 - CMP Matches 24 July – 08 August 2018 at Camp Perry Ohio.
 - Remarks:
 - NRA Classification not required for CMP Matches, NRA Classification is required for NRA Matches.
 - Competitors Packages are obtained from the NRA, competitions department.
 - Military on Cost Orders must be there for SAFS as a coach.
 - If you have EIC points, Do Not Sign up for SAFS, You will be a coach, not a firing member.
 - **Advance Registration, (Current USNMT Application) must be on file with Rifle OIC, (TBD), Team fees will be paid by the USNMT**
 - **The National barracks is paid for by RNSA.** 50 racks exist, for now split is 25 Active, 25 USNR. First come first served. Be advised lights out is NLT 2200.