



**Atlantic Fleet & All Navy (East)
Rifle and Pistol Championships
Standard Operating Procedures**

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All competitors shall read and understand the contents of the Standard Operating Procedures (SOP) and the match bulletin prior to the start of the match.



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Rifle and Pistol Championships Standard Operating Procedures

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To: Match Competitors

Subj: Purpose of the Standard Operating Procedures for U.S. Navy Atlantic and All Navy (East) Small Arms Marksmanship Championships conducted at MCBQ, VA

The purpose of this document is to advise all competitors on the rules and procedures for the Annual Atlantic Fleet and All Navy (East) Matches. This document is for both the experienced shooter and the new shooter. Information will be updated on a regular basis as rules and regulations change.

Information in this document pertains to:

- Firearms
- Ammunition
- Messing Facilities
- Uniforms
- Targets
- Scoring (Pistol and Rifle)
- Scorecards
- Target Service
- Alibis
- Squadding
- Empty Chamber Indicators
- Limited Technical Inspections
- Personal Equipment
- Excellence-In-Competition Reporting
- Challenges and Protests
- Awards
- General Information
- Navy Rifle and Pistol team composition rules

All competitors shall read this document prior to the start of the match and be familiar with its contents.

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 current year's CMP rule book for new changes <https://thecmp.org/wp-content/uploads/Rulebook.pdf>)
- Some of the key recent changes for service rifle include:
 - Optics will be allowed, variable scopes with a max power 1-4.5x installed on the receiver with maximum 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).
 - 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), and many others. See rule changes, and check this carefully, for additional service pistols allowed posted on <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 recent rule changes 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." <http://thecmp.org/cmp-pistol-program-rule-changes-for-2015>
- Not owning your own personal gear does not prevent you from participating. Many of our competitors have spare weapons and equipment and/or are willing to share with other competitors. Ideally this would be coordinated prior to the matches, but is often determined at the matches.

Ammunition: CMP Rule 6.5 "Any safe ammunition" will be allowed at the discretion of the match director. Any evidence of unsafe ammunition will be grounds for removal from the firing line. A limited amount of Navy ammunition will be provided for Sailors. Civilian or non-Navy competitors will be required to supply their own ammunition. **Note:** while perfectly legal to use lighter weight bullets in 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 twist or faster 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.
- NO AMMUNITION WILL BE PROVIDED FOR ACTION SHOOTING. All competitors will need to furnish their own ammunition if they desire to participate in the action shooting portion of the matches.
 - Shotgun – NO STEEL. Bird shot only 6-9 shot.
 - Pistol and rifle – NO STEEL CORE ammunition.
 - NO RELOADS if using loaner firearms. Factory loaded ammunition only.
 - If using loaner firearms, bring:
 - 9mm (115gr is acceptable), 100 rounds
 - 5.56/223 (55gr is acceptable), 60 rounds
 - 12ga Bird shot only 6-9 shot, 25 rounds

Messing Facilities: Only active duty and reserve members are permitted to eat at the chow hall at WTBN, but note that competition hours are such that messing facilities will not be open before competition commences or after competition ceases for the day. Mess hall hours will be posted when the matches commence. There is a small Marine Corps Exchange close to the 600 yard line behind Range 3 which stocks sandwiches, Gatorade and the like. There *may* be grilled food available for purchase in the pits. Plan accordingly with cash and small bills. Military members will be in a complete military uniform when departing the rifle and pistol range complex. During these matches, there is no planned lunch break. Plan accordingly.

Uniforms: The uniform for the matches is the Navy Working Uniform, Type I and III. 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. Scores will be reported via the Civilian Marksmanship Program “Competition Tracker,” available online at www.odcmp.com.

Pistol: Competitors will proceed to the target assigned for scoring (**DO NOT GO TO YOUR TARGET FIRST**) and 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), tell a block officer you have a challenge, and a replacement target will be provided by match staff. Your target and score will be evaluated by a jury behind the firing line and you will be notified of the results after you finish shooting (i.e. don’t dwell on it or expect the match to be delayed while the score is being resolved).

Rifle: As the scorer (the non-firing person at the firing point with the firing member), 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”).

Rapid Fire – Watch the competitor to verify that he/she has loaded the rifle correctly; count the rounds the competitor shoots, watch for any malfunction or issue. Report issues to the line official when required. If 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 on the back of the score card or contact a line official.

Score keepers on the firing line are also safety observers. You are responsible to verify that the shooter has placed the rifle on safe, removed the magazine, and inserted an Empty Chamber Indicator prior to the rifle being removed from the firing line.

Members working the targets in the pits are not the official scorekeeper, but are expected to be prepared to verify the number of shots fired (impacts in the berm compared to visible holes in the target) for rapid fire strings and accurately and timely pull and mark each slow fire shot.

Scorecards: It is your responsibility to ensure you sign and submit an accurate scorecard. No scorecard equals no score. It is your responsibility to ensure 100% accuracy prior to submitting the scorecard. It is suggested to buy a 5”x7” 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!** Be prepared every day for wet weather and high winds.

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

Alibis: Recent rule changes include **NO alibis will be allowed for ammunition or weapons malfunctions in service rifle competition.** You must “clear it and go” just like in combat. Range alibis will be authorized as necessary. **Of important note, the shooter must be vigilant for potential squib rounds that are typically a rare manufacturing defect that does not sufficiently push a bullet completely clear of the barrel of the weapon when fired. Squib loads are typically accompanied by significantly less felt recoil and often do not fully extract or eject the fired casing. If you experience this as a shooter immediately clear and safe your weapon and request armorer support to verify your**

weapon safe before continuing live fire. Specific instructions for squib loads will be included in the standard range safety brief each day. Chambering and firing a subsequent round with a bullet lodged in the barrel creates a dangerous situation that could result in serious injury or death and should be avoided.

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 (ECI): Empty Chamber Indicators (ECIs) or safety flags 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 (LTI): 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. Double hearing protection is required at the Competition Pistol Range due to being a covered range. Rifle shooting equipment (coats, gloves, mats, spotting scopes) is available on a limited basis and in limited sizes. Gear issue will be completed during the pistol portion, TBD. If you know you have to share gear with a fellow shooter, arrive and register at same time. Type and quantity of equipment available for checkout will not be known until muster.

Excellence-In-Competition (EIC) Reporting:

- Navy active and reserve competitors – EIC points and place awards will be issued to the Top 10 percent of the non-distinguished Navy Shooters IAW REF A.
- Other Services – Results will be available to the other services. Each service will issue points and awards based on their governing instructions.
- Retired and civilians – Results will be available to the CMP for determination and they will issue points and awards taking into consideration the minimum score requirements set by CMP.

Challenges and Protests: The following is from the NRA High Power Rifle Rules and is printed for informational purposes. The most current issue of the NRA High Power 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 LANTFLT and All Navy (East) Matches, the official referee is LCDR (ret) Walt Walter, however, in his absence, it is the competition (Rifle or Pistol) Phase Director. The Protest Committee consists of the Match Director, Rifle Director and Pistol Directors and their Assistants. 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 (19 May 2019 – weather dependent). Actual awards (with the exception of Navy EIC/Distinguished badges) will be forwarded to the shooter's command after the completion of the matches. Please ensure your command address is correct and current.

Note: Any shooters who do not wish to be in contention for "place" awards, please notify the stat shack upon check in. You will still be eligible for EIC points, RNSA awards, and the raffle.

LANTFLT 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 percent
- Pistol EIC top 10 percent
- Rifle Team Match Large Command 1-3 place
- Rifle Team Match Small Command 1-3 place
- Pistol Team Match Large Command 1-3 place

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

All Navy (East) 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 percent
- Pistol EIC top 10 percent
- All Navy Rifle Team 1st place
- All Navy Pistol Team 1st place

All Navy (East) Action Shooting Championships

- Rifle 1st place
- Pistol 1st place
- Shotgun 1st place
- 3-gun 1st place

Scores for action match will be on Practiscore.com under Navy East Coast Action Shooting Championship

The Atlantic Fleet Rifle Team Trophy and Atlantic 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. **Heat Casualties.** Competitors overcome by heat and humidity must acknowledge the situation as dangerous and withdraw from competition. Notify match staff immediately. First time heat casualties will be recommended to sit out the following days training. Repeat heat casualties will be required to sit out the following days training.

3. **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.
4. **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.
5. **Water.** Participants shall bring their own water containers. Stay hydrated at all times. Water is normally provided in the pits and on the firing line but is NOT your primary resource for hydration.
6. **Parking.** Competitors may park along Willis Road, provided the shoulder is not soft or muddy. Parking in WTBN parking lot is allowed only between the flagpole area and the end towards range two – refer to the map. Parking at the pistol range is limited, reserved for match staff, and requires a USNMT parking permit. Carpooling and a parking pass will be required at Camp Upshur, as limited parking spaces are available. While at Camp Upshur, parking is NOT allowed on the large "grinder" (paved area behind Quonset huts, used for driver training and medevac), or in 4th LAR parking lot.
7. **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 and lose your firing point.
8. **Armory Use.** The Conex 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.
9. **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 periodic occurrence of Individual Augmentee (IA) tours of our Sailors in combat, match staff is collecting data points on how many of our competitors have completed an IA tour or have orders to an IA billet. Please take a moment and let us know via the feedback form.
10. **Opening shot ceremony/VIP.** Arrangements for VIPs and an opening shot ceremony are always subject to change with little or no notice. An invitation has been sent to a Flag Officer to attend our matches and gain visibility for our program – so remember professionalism, military bearing, and personal conduct are always on display. Details and schedule will be available upon check in.

NAVY RIFLE AND PISTOL TEAM COMPOSITION RULES:

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

Large Command Team: A Large Command 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. A 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.

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 Atlantic is not a legitimate team. 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 East). If that were allowed, then we would have active duty Sailors from multiple ships in Norfolk 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 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 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.

Every team must have a new shooter.

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: LANT – 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 U.S. Naval Academy may submit a team if they are not permitted to attend the first week of competitions. 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.

References/Rules/Instructions:

- A. OPNAVINST 3590.26, Small Arms Marksmanship Competition, Excellence-In-Competition and Navy Distinguished Badges
- B. OPNAVINST 3591.1F, Small Arms Training and Qualification Guidance
- 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