



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

Updated: 28 March 2024

WWW.USNMT.ORG

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.



Atlantic Fleet & All Navy (East)

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
- Refires
- Squadding
- Safety Flags (formerly 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 (located on the last page), 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/2024/01/2024-Highpower-Rifle-Rules.pdf>
- Some of the key recent changes for service rifle include:
- Optics are 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.
- There will only be one class of service rifle, optics and iron sights will compete in the same class.
- **RO Commands and Procedures.** Commands to initiate rapid-fire series on fixed or electronic targets were changes to consistently use **TARGETS** in lieu of **COMMENCE FIRE** or **NOW**. The old rapid-fire preparatory command **READY ON THE RIGHT, ETC.** is preserved.
- Rule changes for 2024 can be found on this website: [Competition Rulebooks - Civilian Marksmanship Program \(thecmp.org\)](https://thecmp.org/competition-rulebooks-civilian-marksmanship-program)
- 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/2024/01/2024-Pistol-Rules.pdf>
- Under the recent rule changes, the listing of specific approved pistol models is eliminated. The new rule was rewritten to provide a simplified list of specific requirements for all Service Pistols. The pistol must be a semi-automatic pistol of a type that was designed for general military, law enforcement or other similar duty use. Any cartridge between 9x19 mm and .45 ACP is acceptable. Barrels are restricted to 5.5 inches in length, triggers must lift 4.0 lbs., sights must be open, grips must be suitable for right- or left-hand use and have no orthopedic features. Recoil reduction systems of any type are prohibited. Service Pistols may not exceed 42 ounces in total weight.
- Rule changes for 2024 can be found on this website: [Competition Rulebooks - Civilian Marksmanship Program \(thecmp.org\)](https://thecmp.org/competition-rulebooks-civilian-marksmanship-program)
- **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."
- **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 4.3 (Rifle) and 4.4 (Pistol) "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 now use any safe ammunition. This includes non-jacketed, wad-cutter, or lead bullets.

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. During these matches, there is no scheduled lunch break. Plan accordingly.

Uniforms: The uniform for the matches is the Navy Working Uniform Type III. While on the range, competitors are authorized appropriate shooting attire and relaxed uniforms. Before and after shooting, to include travel between your vehicle and the firing line, 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). 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 removed the magazine, and inserted a Safety Flag 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** refires 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.

Safety Flag (formerly known as Empty Chamber Indicator (ECI)): Safety flags are required and must be used at all times except during preparation time and firing. **All** weapons 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 forward of the Ready Line 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 of the match, time and specifics to be promulgated later. 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, Navy retired 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.
- 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: Challenges and Protests will follow current CMP Highpower Rifle and Pistol Rulebooks.

During the LANTFLT and All Navy (East) Matches, the official referee is ATC (Ret) Keith Bowen, 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: Awards will be given for the following categories.

LANTFLT Rifle and Pistol Championships

- Rifle and Pistol Grand Aggregate 1-5 place
- Rifle and Pistol Grand Aggregate (Active Duty NAVY) 1-3 place
- Rifle and Pistol Grand Aggregate (Reserve Duty NAVY) 1-3 place
- Rifle Individual 1-5 place
- Rifle (Active Duty NAVY) 1-3 place
- Rifle (Reserve Duty NAVY) 1-3 place
- Pistol Individual 1-5 place
- Pistol Individual (Active Duty NAVY) 1-3 place
- Pistol Individual (Reserve Duty NAVY) 1-3 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 /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
- Collegiate Shooter 1st place
- Rifle EIC /Pistol EIC top 10 percent
- All Navy Rifle Team 1st place
- All Navy Pistol Team 1st place

The Atlantic Fleet Rifle Team Trophy and 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.

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.

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 *MAY* be 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 Sailor 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.

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.

Note: Every in Competition (valid) team must have a New Shooter. Scratch teams do not require a new shooter.

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 TAR 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 an Active Team as non-firing members, i.e. coach, score keepers, target pullers, (not Captain) etc.

Reserve Team: All shooters must be SELRES ⁽¹⁾ or fleet reserve/IRR ⁽²⁾. Active duty and retired may not be members of a reserve team. A Reserve Team will be Reserve Sailors from the same UIC or Reserve Center. Reserve Center is the order-writing authority for those Unit/Units.

⁽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 Reserve Team as non-firing members, i.e. coach, score keepers, target pullers, etc.

Retired Team: All shooters must be retired from the NAVY. Enlisted are retired after 20 years. Officers are retired upon leaving 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.

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. 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 3590.26A, Small Arms Marksmanship Competition, Excellence-In-Competition and Navy Distinguished Badges
- B. OPNAVINST 3591.1G, 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