

**WPW 2003 Light Machinegun
Course of Fire Handbook**

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Appendix 1 WPW LMG Range Safety

SAFETY :

1. General: The primary responsibility of the range staff is to conduct the matches in a safe manner. Everyone on the range is responsible for safety. Anyone may call a cease fire to prevent an unsafe act. There are four general safety rules which are strictly enforced:
 - a. Assume all weapons are always loaded.
 - b. Never let the muzzle cover (or point at) anything you are not willing to destroy.
 - c. Keep your finger off the trigger until your sights are on target.
 - d. Be sure of your target. Know what it is, what is in line with it, and what is behind it.
2. Weapon Conditions: M60/M240B.
 - a. The weapon is UNLOADED when: there is no belt in the weapon, the chamber is empty, the operating group is closed, and the safety catch is set on "S". M-60's (with the bolt forward can the M-60's safety level be placed on safe)?
 - b. The weapon is LOADED/at ACTION when: the belt is in the weapon, the operating group is open, and the safety catch is set on "S".
 - c. The weapon is at INSTANT when: the belt is in the weapon, the operating group is open, and the safety catch is set on "F".
 - d. Dry firing is not allowed on the range.
 - e. No competitor will leave the firing line without having his/her weapon cleared by a block officer. Train block officers to not strike the bolt faces with the cleaning rod during the clear check
 - f. During all fire and movement stages, weapons will be carried or handled in such a manner as to ensure they are always pointed toward the targets. WITH THE SAFETY LEVER ON SAFE
 - g. If a soldier falls to the ground in a fire and movement stage, and the weapon makes contact with the ground, the competitor will move forward to the firing line, but cannot continue the match until his weapon is cleared by a safety officer.
 - h. Hearing protection is mandatory.
 - i. Eye protection is mandatory for all competitors and block officers (everyone on or near the firing line) on the range. Prescription eyeglasses or standard issue safety shooting glasses will suffice. Safety glasses are not available for issue.
 - j. No weapons will be taken from the range complex to motels, cafes, dining facilities, barracks, etc. Weapons must be secured in the weapons security area not later than two hours after the conclusion of firing.
 - k. Alcoholic beverages will not be consumed on the range at any time. Competitors exhibiting any evidence of having consumed alcohol prior to his/her arrival at the range will be disqualified and sent home in disgrace.
3. WEAPONS DESCRIPTION (Machinegun).

All machineguns must be as issued without unauthorized additions or alterations. Authorized weapons are:

 - a. 7.62mm M60.
 - b. ~~—b.~~ M240 B
 - c. M249??(No M249's due to ammno shortages)
4. Dry Firing: Dry firing or sighting in with an unloaded weapon may only be done under the supervision of range staff on the firing point, provided no one is in front of the firing line. Competitors will not leave the firing line without having their weapon cleared by a block officer.
5. Handling of Machineguns: There are four areas where machinegun competitors are allowed to handle their weapon(s). These rules are STRICTLY enforced and disqualification will result for those who fail to abide by them. They are:
 - a. On the firing line.
 - b. At the weapons cleaning area.

- c. When transferring the weapon from the weapons truck to the range “ready area”.
- d. At the armorers van, when instructed by the armorer to present the weapon for repair.

6. Firing Line Procedures.

- a. Competitors must be in the designated firing position before preparing their weapons for firing (LOAD, INSTANT, WATCH YOUR LANE).
- b. The signal to cease fire and clear all weapons will be a single long whistle/horn blast or tower command “cease fire”.
- c. The observing member starts all matches except match 140 & 104 in the prone position. The observer must keep at least one knee in contact with the ground while spotting rounds.

7. FIRING POSITIONS.

- a. Prone. The competitor must lie on the ground with their body perpendicular to the firing line.
- b. Fighting Position. Standing inside the designated emplacement with the weapon in the specified position Tripod/Bipod mode.

8. Trigger Testing & Evaluation - The OIC and/or Chief Range Officer has the authority to order, at any time, a thorough examination or trigger testing of any weapon, including, if necessary, complete disassembly by an armorer; should the weapon fail to pass the armorer’s test, (as per the appropriate TM) all scores obtained prior to the test will be disallowed.

9. Malfunctions, Misfires, Jams & Breakages

- a. No allowance will be made for malfunctions, misfires, or jams due to defects or breakage in either the weapon or its magazines. No allowance will be made for improper actions by the firer.
- b. Defective Cartridge. There will be no allowances, re-fires, or alibis for defective rounds. The firer is expected to clear all misfires, jams or malfunctions safely and continue shooting without interruption.
- c. Disabled Weapons - Weapons that have been declared disabled by range personnel ([Armorer qualified personnel](#)) may be replaced by backup weapons that meet the standards as set forth in this program. Such replacement will occur without penalty to the soldier, other than the time lost in the actual swap. Firing will not stop, nor will alibis be allowed for this change. Backup weapons will be declared and checked when primary weapons are inspected.

10. PENALTIES.

- a. Weapons will be fired in the automatic mode only. No single shots. There will be only one warning given per match ([per competitor](#)). After receiving a warning an individual will have his score deducted 50 points for each subsequent single shot ([Malfunction and end of belts don’t count as single shots](#)).
- b. Any firing member failing to clear his weapon at the proper time may be disqualified.
- c. If a M60 forearm assembly, a M60 shoulder gun stock, or a M240B heat shield becomes dislodged during firing it must be replaced before resuming firing. Any series fired without these items will not be scored ([once identified by the competitor](#)).
- d. During tripod stages M60 teams are not required to use T&E mechanism, but they must use the tripod and pintle. M240B teams may use the M122 tripod with pintle adapter and mount. No pneudraulic buffer mounts are allowed ([Why not, it is an issue item for the Air Guard. \(Air guard weapons are not coming with the buffer\)](#)) M240B teams are also not required to use the T& E mechanism in any match except the limited visibility (Range Card) firing.

Appendix 2 - LMG Uniforms and Equipment Requirements

1. UNIFORM AND EQUIPMENT.

a. Uniform

VIP/visitors/observers. BDU uniforms.

Range personnel with distinctive headgear [Please define before the match \(like safety banding\)](#).

Individual Competitors. BDU uniform.

Head gear. Headgear for all competitors while on the range is the BDU cap, Kevlar helmets are required for both shooter and spotter when on the firing line.

[Any](#) Authorized boots.

Cold Weather Gear - Issue cold weather undergarments and combat sweaters are permitted, as well as the issue Gore-Tex or Field Jackets and issue black, camo or flight gloves.

Wet Weather Clothing. Only issue wet weather clothing may be used (overshoes, poncho, trousers, and/or jacket).

EQUIPMENT

Load Carrying Equipment (LCE/LCV). LCE will be worn by all competitors and will consist at a minimum

of the following items:

Pistol Belt.

Harness/ vest

Dog Tags.?

Hearing Protection.

First Aid pouch with packet.

Two canteens [Why two now?\(I agree with one with cup\)](#) with covers or Camelback as issued

Ammo pouches M16 (2)

Protective Mask and carrier for specific matches.

Additional Equipment for all competitors.

Ground sheet/firing mat. The issue poncho may be used as a ground sheet or firing mat. No other ground sheets or firing mats may be used.

Rucksacks. Rucksacks/butt packs may be used at the option of the firer. The rucksack/butt packs must be government issue.

Optical Aids.

Binoculars and Telescopes. Binoculars (up to 7x50) [\(how about issued Binos that have better than 7x50\)](#) and issue telescopes (M49 or M144), [\(Any scope that rifle shooters use\)](#) with Stands or rests, are allowed.

Eyeglasses and Sighting Devices. Prescription eyeglasses, clear safety glasses, sunglasses or contact lenses are permitted. Civilian eyeglasses or sunglasses must conform to paragraph 1-15, AR 670-1 [again please remember that Air Guard personnel also attend these matches and have different regulations that govern the wearing of sunglasses and other uniform items.](#) Altering, covering, or modifying eyeglass lenses is not permitted.

Protective Masks-All competitors are required to have a protective mask.

Additional required equipment for machinegun teams.

Binoculars (1) Military Issue/M-19 or M-22 with mil-reticle

Military Issue Compass

Protractor

Flashlight with red lens?? [Why a red lens?\(Any issue flashlight has a red lens.](#)

Calculator or other military issue range calculating/computing aid except electronic or laser

range finding devices.
ANPVS 10 Day/Night Scope

Appendix 3 Match 102 - Field Fire (Bipod)

1. Match 102: Field Fire (Bipod).

- a. Awards: See [Annex U](#).
- b. Uniform and Equipment: See Annexes [H](#) and [O](#).
- c. Conditions:

(1) Stage - Field Fire

- (a) Ranges: 200, 300, 400, 500, 600 and 700 meters
- (b) Position: Prone
- (c) Shots: 350 (50 practice per team, 150(125) for record per each shooter).
- (d) Target: Single "E" silhouettes at 200, 300 and 400 meters; double "E" silhouettes at 500, 600 and 700 meters.
- (e) Timing: 2 minute for each competitor(4 Minutes)
- (f) Scoring:
 - (i) 5 points for each hit at each yard mark. I thought we agreed to 2,3,4,5,6,7 points per hit (by target range)Eliminate the 200 yard line We never had it.
- (g) Bonus: A bonus will be added to the score for the Total Number of Firing Lines with hits on a target. Twenty-five bonus points will be awarded for a hit in the target at 200, 300 and 400 meters or for a hit in one of the two targets at the 500, 600, and 700 meters. See table below.

Firing Lines with Hits Bonus Points

0	-	0
1	-	25
2	-	50
3	-	75
4	-	100
5	-	125

d. Prior to the match, each team will fire 50 rounds in field fire practice on pop up targets at 500 meters, teams will fire the entire match in the bipod position. Teams will be given 10 minutes to zero. The field fire match will be on stationary targets. Each stage ends when either all rounds are fired or time expires. Both team members will fire this match as individual shooters. The non-firing competitor may assist the shooting competitor by spotting shots ONLY.

e. Sequence of Events:

(1) Stage 1 The MG engages targets at ranges 200 thru 700 meter with 150 rounds (broken down into six(5) 25 round belts. All range lines 200-700 must be engaged with a 25 round belt, no range will be engaged with more that 25 rounds. No more that 25 hits will be scored on any range) from the bipod position. AMGs may assist their teammate by spotting rounds only.

(2) Stage 2: The AMG engages 200 thru 700 meter targets with 150 rounds from bipod mode with the same stipulations as are placed on the MG. MGs may assist their teammate by spotting rounds only.

An individual wins if he/she has the highest tabulated score. In the event of a tie, hits will be counted from the farthest yard mark and move in. If a tie remains, shooters will reshoot in shoulder-to-shoulder shoot-off. An individual will be given one warning for a single shot. A subsequent single shot will result in the deduction of 50 points per occurrence. More than three occurrences in one course of fire will result in being disqualified from this match.

Appendix 4

Match 103 - Field Fire (Tripod)

1. Match 103: Field Fire (Tripod).

- a. Awards: See [Annex U](#).
- b. Uniform and Equipment: See Annexes [H](#) and [O](#).
- c. Conditions:

(1) Stage - Field Fire

- (a) Ranges: 300, 400, 500, 600 and 700 meters
- (b) Position: Prone
- (c) Shots: 300 (50 practice per team, 125 for record per each shooter).
- (d) Target: Single "E" silhouettes at 300 and 400 meters; double "E" silhouettes at 500, 600 and 700 meters.
- (e) Timing: 2(4) minute for each competitor
- (f) Scoring:

(i) 5 points for each hit at each yard mark. Again I thought 2,3,4,5,6,7 per hit by target range(No 200 yard target

(g) Bonus: A bonus will be added to the score for the Total Number of Firing Lines with hits on a target. Twenty-five bonus points will be awarded for a hit in the target at 300 and 400 meters or for a hit in one of the two targets at the 500, 600, and 700 meters. See table below.

Firing Lines with Hits Bonus Points

0	-	0
1	-	25
2	-	50
3	-	75
4	-	100
5	-	125

d. Prior to the match, each team will fire 50 rounds in field fire practice on pop up targets at 500 meters, teams will fire the entire match in the tripod position. Teams will be given 10 minutes to zero. The field fire match will be on stationary targets. Each stage ends when either all rounds are fired or time expires. Both team members will fire this match as individual shooters. The non-firing competitor may assist the shooting competitor by spotting shots ONLY.

e. Sequence of Events:

(1) Stage 1 The MG engages targets at ranges 300 thru 700 meter with 125 rounds from the tripod position(broken down into six 25 round belts. All range lines 200-700 must be engaged with a 25 round belt, no range will be engaged with more than 25 rounds. No more than 25 hits will be scored on any range.(Reload after every yard line. Reason for more time.) AMGs may assist their teammate by spotting rounds only.

- (2) Stage 2: The AMG engages 300 thru 700 meter targets with the same stipulations as are placed on the MG with 125 rounds from tripod mode. MGs may assist their teammate by spotting rounds only.

An individual wins if he/she has the highest tabulated score. In the event of a tie, hits will be counted from the farthest yard mark and move in. If a tie remains, shooters will reshoot in shoulder-to-shoulder shoot-off. An individual will be given one warning for a single shot. A subsequent single shot will result in the deduction of 50 points per occurrence. More than three occurrences in one course of fire will result in being disqualified from this match.

Appendix 5 Match 104-A – Range Estimation

Conditions:

Range Estimation.

(1) Individual competitors will be calculating range on a standard E-silhouette target mounted three abreast on a frame in the back of a hummvee. Ranges will be from 50 to 1,000 meters. The vehicle and driver will move down the road away from viewing position and stop at random locations. Vehicle may also back up during travel. Distances will be confirmed by Block Officer using a laser range finder at the time of observation at each distance.

Competitors will have 10 target exposures to range. Competitors must state target ranges with no more than 5% error (+ or -) [Don't snipers get ten percent using bins, shouldn't we get the same? \(That is what I thought\)](#).

Tools:

Competitors will be provided a 1:50,000 military map, protractor, pencil and measurements of standard E-silhouette target. Additionally, competitors may use a compass, military issue binoculars with mil-reticle, calculator and any issued range conversion tool or table to make calculation on ranges. No electronic or laser range finding instruments are allowed.

(2) Timing: 10 minutes. (1 minute per target and minimum of 30 second intervals)

(3) Scoring: 10 points for each target range identified correctly.

Match 104-B – Range Card Preparation

Range Card Preparation.

(1) Each competitor will be required to prepare a machinegun range card from a defensive fighting position, during daylight hours. The competitor will be given a general situation statement, lensatic compass, standard military 1:50,000 map and protractor prior to the event and their 8-digit grid coordinate location.

(2) Each competitor will be provided a tripod, mounted to a pre-positioned concrete slab. Competitors will use their own weapons and pintel mount and mount their gun on the tripod in their assigned lane. They will be given a designated final protective line (FPL) or primary direction of fire (PDF) and a secondary sector of fire. Each sector will have recognizable targets. [How are you going to take into account the variances between M-60 elevation scales, what sight range should be used by M-240 competitors??? What about sight differences??? The only way I can think of is to use the same guns, M-240 preferred, for all competitors.](#)

(3) Using a lensatic compass, military map, blank range card and a pencil, the competitor will prepare the range card that includes the data section and sketch section containing both sectors of fire, with appropriate sketches and military symbols.

(4) Each competitor will have fifteen minutes to prepare the range card with the following data:

- (a) Gun data section
- (b) Gun number (or squad)
- (c) Unit designation (platoon and company)
- (d) Date
- (e) Magnetic north arrow (using the compass).

(5) Competitors must determine position location in relation to a prominent terrain feature or with an eight digit grid (using the map and compass). If there is a prominent terrain feature within 1000 meters of the position, that terrain feature will be used. It must be sketched on the range card, with the direction, the direction line symbol and distance indicated. [As per applicable FM](#)

(6) Sketch the primary sector of fire with a PDF or a FPL: (1) Primary sector of fire with a PDF. Sketch the limits of the assigned sector of fire (not to exceed 875 mils) and sketch the symbol for a light machinegun pointed toward the most dangerous target in the sector, or (2) Primary sector of fire with a FPL. Sketch the limits of the assigned sector of fire (not to exceed 875 mils) and sketch the symbol for the FPL along the limit closest to friendly troops. Indirect grazing fire(not to exceed 600 meters), dead space (if any) along the FPL and the beginning and ending distances of the dead space.

(7) Sketch and label the targets in the primary sector in order of priority. The FPL or PDF will be labeled as the number one target.

(8) Sketch the secondary sector of fire with the appropriate symbol. Identify targets and their distance in the sector. Dead space must be indicated in between the two sectors of fire.

(9) Center the traversing hand wheel and determine the direction and elevation (aim center mass (this is not always appropriate, buildings with doors and windows offset may necessitate aiming at these avenues of attack instead of towards the center of mass)) within + 5 mils to each target in the primary sector, using the traversing and elevation mechanism.

(10) Determine the target distance (within + 10% of the actual distance) to the target and description.

d. Scoring. Range cards will be scored by the following procedure:

(1) The number of correct entries on the range card.

(2) The fastest time.

(3) Range cards turned in after the fifteen minute time limit will receive a score of zero.

(4) The competitor that turns in the card with the most correct entries will receive 100 points. The next competitor will receive 99 points and this process continues until a score of zero is given. In case of a tie, the competitor with the fastest time will receive the highest point value.

EXAMPLE SITUATION

You are machinegun Number 1, 3rd Platoon, Bravo Company, 1-153rd Infantry. The block officer will assign a primary sector of fire with a final protective line (FPL) or a primary direction of fire (PDF) and a secondary sector of fire when you arrive at the defensive position. The block officer will identify the targets in both sectors and determine a four digit grid coordinate to the defensive position. Ensure you are given a lensatic compass, a 1:50,000 military map, protractor, pencil and a blank range card.

Block Officer Briefing:

1. Position Location: (four digit grid) _____

2. Primary sector of fire limits: Right _____ Left _____

3. FPL or PDF _____

4. Secondary sector of fire limits: Right _____ Left _____

5. Target locations: Target description:

a. _____

b. _____

c. _____

d. _____

e. _____

f. _____

Grading of each card will take place after the competitor turns it in. This allows competitors to protest scoring errors, and see what they did right and wrong. (This would take too long.

Competitors could review morning before awards.Maybe have a review session after one day of firing

Appendix 6 Match 105 - Field Fire - NBC (Bipod)

1. Match 105: Field Fire - NBC (Bipod).

- a. Awards: See [Annex U](#).
- b. Uniform and Equipment: See Annexes [H](#) and [O](#).
- c. Conditions:

(1) Stage - Field Fire - NBC

- (a) Ranges: 300, 400, 500, 600 and 700 meters
- (b) Position: Fighting Position - Bipod
- (c) Shots: 300 (50 practice per team, 125 for record per each shooter).
- (d) Target: Single "E" silhouettes at 300 and 400 meters; double "E" silhouettes at 500, 600 and 700 meters.

(e) Timing: 2(4) minute for each competitor

(f) Scoring:

- (i) 5 points for each hit at each yard mark. [\(3, 4, 5, 6, 7 scoring](#)

[for each yard line.](#)

(g) Bonus: A bonus will be added to the score for the Total Number of Firing Lines with hits on a target. Twenty-five bonus points will be awarded for a hit in the target at 200(~~No 200~~), 300 and 400 meters or for a hit in one of the two targets at the 500, 600, and 700 meters. See table below.

Firing Lines with Hits Bonus Points

0	-	0
1	-	25
2	-	50
3	-	75
4	-	100
5	-	125

d. Teams will fire in their protective mask from the fighting position bi-pod. The field fire-NBC match will be on stationary targets. Each stage ends when either all rounds are fired or time expires. Both team members will fire this match as individual shooters. The non-firing competitor may assist the shooting competitor by spotting shots ONLY.

e. Sequence of Events:

(1) Stage 1 In the standing fighting position, with the weapon loaded, the tower will give the command "GAS, GAS, GAS". The MG will be given 15 seconds to don the protective mask and reposition the weapon and take it off "safe". Then the MG will have 2 minutes to engage targets at ranges 300 thru 700 meter with 125 rounds from the bipod position [again, 5 belts of 25 rounds and must engage every bank with a 25 round belt. No more that 25 hits will be scored on each target bank.](#) AMGs may assist their teammate by spotting rounds only.

(2) Stage 2: In the standing fighting position, with the weapon loaded, the tower will give the command "GAS, GAS, GAS". The AMG will be given 15 seconds to don the protective mask and reposition the weapon and take it off "safe". Then the AMG will have 2 minutes to engage 300 thru 700 meter targets with 125 rounds from bipod mode [again, 5 belts of 25 rounds and must engage every bank with a 25 round belt. No more that 25 hits will be scored on each target bank.](#) MGs may assist their teammate by spotting rounds only.

Appendix 7 Match 106 – “Transition Course” (Bipod)

. Match 106: Transition Course

a. Awards: This course is shot for awards only and does not count toward the individual or team aggregate scores.

b. Uniform and Equipment: See Annexes [H](#) and [O](#).

c. Conditions:

(1) Stage Transition Course

(a) Ranges: 400, 450, 500, 550, 600, 650, 700, 800

(b) Position: Prone Bi-pod Position

(c) Shots: 140 rounds per shooter

(d) Targets: Double 3-D Pop-up

(e) Teams will fire from the prone position using bi-pod mode. The MG gunner will fire ~~2520~~ rounds for field zeroing at a target at 500 meters. This zeroing is done before the course of fire. The MG will then fire 120 rounds at targets ranging between 400 and 800 meters. The MG and the AG will then change places and the AG will receive ~~2520~~ rounds to zero using the same technique as the MG then fire the course of fire using 120 rounds.

(f) Targets will be exposed as follows and scored as 10 points per hit:

(i) 400 meters up 20 seconds

(ii) 450 meters up 20 seconds

(iii) 500 meters up 20 seconds

(iv) 800 meters up 20 seconds

(v) 550 meters up 25 seconds

(vi) 600 meters up 40 seconds

(vii) 650 meters up 45 seconds

(viii) 700 meters up 45 seconds

Scores are machine tabulated at the completion of target exposure time. An individual wins if he/she has the highest tabulated score. In the event of a tie, remaining rounds will be counted [\(count the remaining round after each competitor fires and record rounds remaining on the score card\)](#). An individual will be given one warning for a single shot. A subsequent single shot will result in a deduction of 50 points per occurrence. More than 3 occurrences in a course of fire will result in being disqualified from [this](#) match.

d. Scoring: For qualification purposes scoring will be done IAW FM 23-67. For WPW individual and team aggregates, each hit will be worth 10 points, with 80 points being maximum allowable.

Appendix 8

Match 107 – “Night Fire Course” (Tripod)

1. Match 107: Night Fire Course (Tripod).

a. Awards: This course shot for Award Only – does not count in individual or team aggregates.

b. Uniform and Equipment: See Annexes [H](#) and [O](#).

c. Conditions:

(1) Stage - Night Field Fire

(a) Ranges: 200, 300, 400, 500 meters

(b) Position: Prone using tripod mode with AN-PVS 10 [or PVS-4\(M-60\)](#)

Night Scope

(c) Shots: 250 (50 practice per team, 100 for record per each shooter).

(d) Target: Single "E" silhouettes at 200 meters; double "E" silhouettes at 300, 400 and 500 meters.

(e) Timing: 4 minute for each competitor

(f) Scoring:

(1) 5 points for each hit at each yard mark [again, 2,3,4,5 by](#)

[range](#).

(g) 50-point Bonus for having hits in a target at each yard mark. 100 point Bonus for having hits in each target at every yard mark. Maximum of 150 bonus points.

d. Prior to the match, each competitor will fire 25 rounds in field fire practice on the same static silhouette targets to zero the scope. Teams will fire the entire match in the tripod position. Use of T & E device is optional. Competitors will be given 10 minutes to zero. The field fire match will be on stationary targets. Each stage ends when either all rounds are fired or time expires. Both team members will fire this match as individual shooters. The non-firing competitor may assist the shooting competitor.

e. Sequence of Events:

(1) Stage 1 The MG engages targets at ranges 200 thru 500 meter with 100 rounds from the tripod position. AMGs may assist their teammate.

(3) Stage 2: The AMG engages the same targets in the same manner and time limit as the MG with his 100 rounds from the tripod mode. MGs may assist their teammate.

An individual wins if he/she has the highest tabulated score. In the event of a tie, hits will be counted from the farthest yard mark and move in. If a tie remains, shooters will reshoot in shoulder-to-shoulder shoot-off. An individual will be given one warning for a single shot. A subsequent single shot will result in the deduction of 50 points per occurrence. More than three occurrences in one course of fire will result in being disqualified from [this](#) match [\(Why, this match does not count towards the match standing\)](#).

Appendix 9

Match 111 – “Moving Target Ambush Course” (Bipod)

1. MATCH 111: Moving Target Ambush

Awards: 1st, 2nd, and 3rd place will be given. A team wins by receiving the most points during the match. In the event of a tie, counting the remaining rounds([\(???\) there should not be any round remaining with one trigger pull](#)) after the match will break tie. If there is still a tie, the teams that are tied will re-shoot the match if time allows... if not, scores from match 102 will be used.

Uniform and Equipment: BDU, Kevlar, LCE/LCV, weapon, binoculars.

Conditions:

- (1)Ranges: 100 Meters
 - (2)Position: Prone Bipod
 - (3)Shots: 50 rounds per team (Two 25 round belts) for the match. Each belt is expended in one trigger pull – fully automatic. One single shot warning.
 - (4)Targets: Single E-Type silhouettes placed on a 5-foot moving vehicle. 6 vehicles in the moving convoy.
 - (5)Timing: Vehicle convoy speed of 10 miles per hour.
 - (6)Scoring: 10 points for each hit with a 25 point bonus for more than 15 hits.
- Maximum total points: 525 points.

5. Sequence of events:

Stage 1: Shooters will place their weapons on the firing line in the “unloaded” position. They will view one target exposure and then move back to the ammo point. On the command of “GO” the shooters will run up to the firing position. They will adopt the prone bipod position, the MG will carry load and take the weapon off safe, and commence fire with his 25 round belt in one continuous trigger pull. Targets are numbered and assigned by firing point, but may not be in sequence on the moving convoy. Shooters will fire only on their assigned target. When the first belt is expended, the MG and AMG will switch places and the AMG will load his 25 round belt of ammo without command and continue engaging the assigned target, [again with one trigger pull for his/her belt](#) as long as it is inside the “firing zone” of the range.

If the gunner has any remaining rounds, the assistant gunner can use these first before loading his ammunition. [\(no way, you get one trigger pull. If the MG has a brain fart, senior moment, malfunction, ect, it is now the AG’s turn with his, her belt\).](#)

If the gunner expends his ammunition before the target reaches the end of the line, he cannot use the assistant gunner’s ammunition.

6. Penalties: A warning will be issued for a single shot. A second single shot will result in the team being disqualified. If the gunner inadvertently fires on another team’s target, they will not receive any points for the hits, but the team whose target was fired upon will receive points for all hits up to the maximum total points. [\(This is dumb, you only get one pull of the trigger, once you stop, you are done, no exceptions\)](#)

Appendix 10 Match 130 – “Range Card Firing” (Tripod)

1. Match 130: Range Card Firing.
2. Awards: See Annex U.
3. Uniform and Equipment: See Annex H and O.
4. Conditions:
 - a. Stage - Range card firing
 - (1) Ranges: 200, 300, 400 meters
 - (2) Position: Prone [tripod mounted with the bipod legs retracted](#)
 - (3) Shots: 250 (100 rounds for practice([fix the score card](#)), three 50 round belts for record.)
 - (4) Targets: Double "E" silhouette targets at 200 meters and triple "E" silhouette targets at 300 and 400 meters. One double "E" equals one bank; one triple "E" equals one bank.
 - (5) Timing: 5 minutes
 - (6) Scoring:
 - (a) 4 X each hit at 200 meters.
 - (b) 6 X each hit at 300 meters.
 - (c) 8 X each hit at 400 meters.
 - (d) 50 points bonus for hitting a silhouette in each bank of target.
 - (e) 100 points bonus for hitting every silhouette in every bank of targets.
 - (f) A maximum of 100 points bonus will be given.
 - (7) Each team will be given 50 **100** rounds, and 10 minutes to fire at their planned targets and make the appropriate range card. Targets will be in place at 200, 300, and 400 meters. Only the MG will fire. The match will be on the same targets that were fired on while making range cards. Prior to firing for record, the tower will direct that all teams on the firing line “break loose” their T & E devices and shift them to the far limit (up or down and all the way to the left or right). Only the MG will fire. Upon command to LOAD each team will load a 50 round belt; set traverse and elevation (T&E) wheel to the appropriate setting and fire 50 rounds at each bank of targets. Teams will load subsequent rounds without command.

Appendix 11 Match 140 – “10-Meter Course” (Tripod/Bipod)

1. Match 140: 10 meter firing.
2. Awards: See Annex U.
3. Uniform and Equipment: See Annex H and O.
4. Conditions: 10 meter firing
 - (1) Range: 10 meters
 - (2) Position: Prone
 - (3) Shots: 40 per team for zeroing, 320 (eight 40 round belts) for the match.
 - (4) Target: 10m target
 - (5) Timing: 15 minutes
 - (6) Scoring:
 - (a) 50 points for that bank of pasters if all pasters in that bank has a series get 5 or more hits (An example bank of pasters series is pasters 5A thru 6A or 7C thru 8C).
 - (b) 40 points for that bank of pasters if all pasters in a bank series get 4 or more hits.
 - (c) 30 points for that bank of pasters if all pasters in a bank series get 3 or more hits.
 - (d) 20 points for that bank of pasters if all pasters in a bank series get 2 or more hits.
 - ~~(e)~~ (e) 10 points for that bank of pasters if all pasters in a bank series get 1 or more hits.
 - (f) 0 points for that bank of pasters if any paster in a bank has no hits.
 - (g) A hit on the line that separates two pasters will be counted as a hit in only one of the two paster, this will be to the betterment of the competitor score.
 - (f) Maximum total points 400.
 - (g) Prior to the match starting teams will be given 10 minutes to zero machineguns and spare barrels. The match will start with a $\frac{1}{2}$ 1/2 mile run with team members carrying all equipment and ammunition. Ending at the 10 meter range firing line (time continues). Using the tripod the MG will fire a belt of 40 rounds at pasters 5A thru 6A, insert and fire a new belt of 40 rounds at pasters 7A thru 8A, change barrels and place in the bipod UNLOADED mode. Using the bipod the MG will fire a belt of 40 rounds at paster 5B thru 6B, insert a new belt of 40 rounds and fire at pasters 7B thru 8B, then change barrels and return to the tripod mode. AMG begins firing on the 5C thru 6C pasters and repeats barrel changes and position change to bipod mode for D series pasters. The MG and AMG may assist one another during this match. M240 teams will use a M122A machinegun tripod mount with T&E and adapter during the tripod series. No pneudraulic buffer mounts allowed in this competition (this is not necessary since Pneudralic buffers are not allowed during the entire match). The match ends when both team members have fired all rounds or time has expired. A team will be disqualified for the match if it fails to have the following items: machinegun, spare barrel, pintle, ammunition, and tripod. Each team will receive a 10 point penalty for each individual piece of equipment missing. Each team will receive a 10 point penalty for each piece of the following equipment that is missing:
 - (i) Individual. See Annex H.
 - (ii) M60 team.
 - (a) Case, carrying, barrel assembly 1
 - (b) Extractor, ruptured cartridge case 1
 - (c) Mitten, heat protective 1
 - (d) Wrench, screwdriver and reamer 1
 - (e) Handle assembly: cleaning rod 1
 - (f) Rod sections, cleaning, small arms 5
 - (g) Swab holder section, small arms cleaning rod 1

- (h) Sling, small arm 1
- (i) TM 9 1.
- (j) Traversing and elevating mechanism assembly 1
- (iii) M240 team.
 - (a) Hook, snap assembly 2
 - (b) Sling, small arms 1
 - (c) Case, carrying, barrel assembly and equipment 1
 - (d) Heat shield assembly 1
 - (e) TM 910 - 1.

Machineguns will be fired using (2)3to 6-round bursts. One single-shot warning [per competitor](#) | will be given and each additional single-shot violation will carry a penalty of 50-point deduction.

Appendix 12 Match 155 – “Team Assault Course” (Falling Plates)

1. MATCH 155: Machinegun Team Assault Match.
2. Awards: See Annex U.
3. Uniform and Equipment: See [Annex H and O](#).
4. Conditions:

- a Stage - Team Assault

- (1) Ranges: Start from the 300, run back 50 yards for ammo and return
- (2) Position: Prone - bipod
- (3) Shots: 50 rounds per team(2-25 round belts).
- (4) Targets: Eight 30cm square plates.
- (5) The match will be fired on a single elimination principle. Teams will compete

against other teams on the same relay with only the best team advancing to the next round.

There will be only one trophy for the winning team. Teams will line up on the 300 yard line in the prone position with the weapons UNLOADED. On the command "GO", the competitors run back 50 yards and pick up their ammo and return to the 300 yard line; both team members adopt the prone position, the MG carries out LOAD and INSTANT and opens fire. The gun will be fired in bursts of no less than two rounds. When the first belt is expended, the AMG continues the engagement. A team wins its round if it knocks down:

- (a) all its target first or
- (b) the greater number of targets, or
- (c) all its targets in the same time period as an opposing team, but fires

less rounds.

- (d) In the event of a tie, teams will re-shoot.

An individual will be given one warning for a single shot. A subsequent single shot, [per Competitor](#), will result in the team being disqualified from [this](#) match.

Appendix 13 Match 125 – Individual Championship

1. Match 125: LMG Individual Championship.
2. Awards: See Annex U.
3. Conditions: Aggregate of 102, 103, 104, and 105, [and 107\(if possible\)](#).

Appendix 14 Match 150 – TRADOC Light Machinegun Team Championship

1. Match 150: TRADOC, Light Machinegun Team Championship.
2. Awards: See Annex U.
3. Conditions: Combined scores of both competitors of Matches 102, 103, 104, 105, [\(107\)](#), 111, 130, and 140 [and EIC pistol for the MG and EIC Rifle for the AGX.](#) [When you register declare who shoots what weapon.](#)

Light Machinegun Awards Matrix

Match	Awards First Place	Second Place	Third Place
Match 102	X	X	X
Match 103	X	X	X
Match 104 A/B	X	<u>X</u>	<u>X</u>
Match 105	X	X	X
Match 106	X	X	X
Match 107	X	<u>X</u>	<u>X</u>
Team Match 111	X	X	X
Team Match 130	X	X	X
Team Match 140	X	X	X
Team Match 155	X		
Match 125 Indiv Agg	X	X	X
Team Champ Agg	X	X	X