

**Army Reserve Postal Match**  
**Excellence In Competition**  
[ArmyReserveMarksman.info](http://ArmyReserveMarksman.info)

This postal match is derived from Service Conditions (Combat) courses of fire used at events such as All Army and AFSAM (Armed Forces Skill at Arms Meeting), especially Match 321 Excellence In Competition. This entire match is shot at 25 meters on scaled targets and can be held in conjunction with grouping and zeroing exercises during routine unit qualification.

**COURSE OF FIRE**

Place all targets 25 meters from the shooter. See pages 5-7 of this document.

After posting targets, shooters will be granted a three minute preparation period. Allow enough time between each stage of fire to refill magazines as needed.

**Stage 1 - 400**

Start position: Prone supported position in condition Red (charged magazine in place, chamber loaded, safety on "SAFE") with nine rounds loaded.

At the command to fire engage each target with three rounds each. Targets may be engaged in any order. A sandbag may be used and/or the magazine may touch the ground and/or sandbag for support. A loop or tactical sling may be used and it can be adjusted and fit during the preparation period before the command to fire is given.

Time limit: 60 seconds.

All shots fired after the "Cease Fire" command is given are penalized five points each.

Maximum score possible: 45 points

**Stage 2 - 300**

Start position: Standing position at low ready (muzzle pointed down at a 45 degree angle) in condition Red (charged magazine in place, chamber loaded, safety on "SAFE") with three rounds loaded. An additional six-round magazine will be secured in a magazine pouch on the shooter's equipment (not on the ground.)

At the command to fire, assume a prone position and engage each target with three rounds each, reloading as necessary without command. The magazine may touch and/or rest on the ground. A sandbag or other support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given.

Time limit: 50 seconds.

All shots fired after the "Cease Fire" command is given are penalized five points each.

Maximum score possible: 45 points

**Stage 3 - 200**

Start position: Standing position at low ready (muzzle pointed down at a 45 degree angle) in condition Red (charged magazine in place, chamber loaded, safety on "SAFE") with three rounds loaded. An additional six-round magazine will be secured in a magazine pouch on the shooter's equipment (not on the ground.)

At the command to fire assume a kneeling unsupported position and engage each target with three rounds each, reloading as necessary without command. External support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given.

Time limit: 50 seconds.

All shots fired after the "Cease Fire" command is given are penalized five points each.

Maximum score possible: 45 points

#### Stage 4 - 100

Start position: Standing position at low ready (muzzle pointed down at a 45 degree angle) in condition Red (charged magazine in place, chamber loaded, safety on "SAFE") with three rounds loaded. An additional three-round magazine will be secured in a magazine pouch on the shooter's equipment (not on the ground.)

At the command to fire assume a standing unsupported position and engage each target with three rounds each, reloading as necessary without command. External support may not be used. A sling may be used, however it can NOT be looped on or around the arm before the command to fire is given.

Time limit: 30 seconds.

All shots fired after the "Cease Fire" command is given are penalized five points each.

Maximum score possible: 30 points

#### **FIRING POSITIONS**

No alteration can be made to the firing point which assists a participant in holding the rifle steady. Safety, stability, and reduced visibility to enemy observation are important points to consider in firing positions. Unless specified by the match conditions, positions are unsupported.

a. Standing Position: Rifle butt must rest against the shoulder or armpit, both feet on the ground, body erect, and legs uncrossed. No part of the body other than the feet may touch the ground or any other supporting object. The rifle must be held with both hands. Bipods, sandbags, slings or other additional support are not authorized except where specifically noted.

b. Kneeling Position: Rifle butt must rest against the shoulder or armpit, with no part of the body except one foot and the other leg from the knee downwards touching the ground or any other supporting object. Bipods, sandbags, slings or other additional support are not authorized except where specifically noted

c. Prone Position: Rifle butt must rest against the shoulder or armpit. Participants must lie on the ground in horizontal position, with at least one elbow touching the ground. The body must be generally perpendicular to the firing line not to exceed a 45 degree angle from the target. Magazines may be rested on and/or touching the ground. Bipods, sandbags, slings or other additional support are not authorized except where specifically noted (such as Prone 400.)

d. Low Ready Position: Standing position with the muzzle depressed at an angle of 45 degrees from horizontal



**Figure 7-23. Low ready position.**

### **LOAD/READY STATUS**

Green: Chamber empty, magazine out, selector on "SAFE."

Amber: Chamber empty, charged magazine seated, selector on "SAFE."

Red: Chamber loaded, charged magazine seated, selector on "SAFE."

### **UNIFORM AND EQUIPMENT**

All participants will shoot their issued/borrowed M16-series rifle or M4 carbine. Any Army-issued sight may be used. Indicate which firearm (M16 or M4) and sight was used by the shooter in the scores:

- Iron sight: standard M16/M4 iron sights, Back Up Iron Sight (BUIS) or similar
- CCO: Close Combat Optic such as the M68 Aimpoint, EOTech or similar red dot sight
- ACOG: Advanced Combat Optical Gunsight, M150, or similar magnifying optical sight.

Any load bearing equipment (LBE/LBV, MOLLE, etc.) or similar equipment issued and/or authorized by your unit. A magazine pouch or pocket is needed to hold a spare magazine for reloading during indicated stages (300, 200, 100.)

Standard issue helmet (PASGT, ACH, MICH, etc.)

Standard issue DA-approved uniform and boots.

### **TARGET PREPARATION**

Each shooter will need a copy of each target page (pages 5-7) and make sure to have extras for refires, extra shooters, etc.

Any standard 8.5x11 size paper will work, however, heavier, matte paper about 67 pounds in an off white or light, dull yellow color is more like commercial target stock and superior to standard 20 or 24 pound copier or printer paper. Page 5 (300-400) is portrait and 6-7 (200 and 100) are landscape. Print off accordingly.

Participants are responsible for the preparation and proper maintenance of their targets. Participants must ensure targets are completely repaired, that any bullet holes are pasted, and are not allowed to mark their targets in any manner to gain an advantage. Participants can only document information on their targets when directed by range staff.

## **SCORING**

Each shot fired within the time limit and from the proper position receives the value of the highest scoring ring it touches (five or four points) with the rest of the target worth two points. Misses score zero. Any shots fired after time has expired or from the wrong position are penalized five points (-5.) When scoring a shot that touches the line between two scoring divisions of the target, the participant is credited with the higher value. A shot on the line goes to the advantage of the shooter. Individual shooters are responsible for verifying the information and score recorded prior to leaving the range. Scorecards are not issued on the range. Record the results in the digital spreadsheet and email this file to the USAR Marksmanship Program PAO.

- a. Excessive hits: If excess hits are determined to not be from crossfire and were made by the participant, score the lowest value hits until the correct number of hits is reached.
- b. Crossfire: If crossfire occurs (a shooter fires on someone else's target) the shooter with excessive hits may request a re-fire or score by taking the low and then high hits off the total alternately, until the correct number of hits is reached. The shooter crossfiring has all insufficient hits scored as misses.
- c. Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.
- d. Timing: A stopwatch, timer, or similar device is used for the timing of exposures. An audible device or verbal command of "FIRE" is used to signal the fire command and start the exposure time. Cease fire is indicated by a buzzer, horn, whistle blast, or similar audible signal loud enough for all participants to here not more than one second in duration. Shots fired through the sound of the cease fire audible signal are acceptable and not penalized. Shots fired after the cease fire audible signal has ended are penalized five points each. No verbal indication of time passing is allowed.

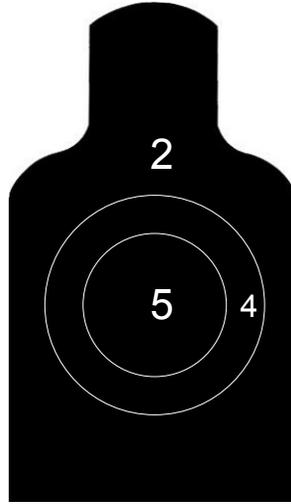
## **POSTING RESULTS**

Download a copy of the results spreadsheet in MS Excel format from [ArmyReserveMarksman.info/postal-match](http://ArmyReserveMarksman.info/postal-match) (usar-postal-scores-eic.xls)

This file may be printed out for recording scores at the range however the final results must be submitted in digital spreadsheet format. Include the Unit, and email address for the Commanding Officer (CO), First Sergeant (1SG), and Range Officer (RO) so they can be notified of the results. Also include each shooter's email address as the final results will be emailed to every participating shooter.

Do **NOT** email a scan of handwritten or printed scores. Type in the names of each shooter and their individual scores for each stage (100, 200, 300, 400) in the respective cell boxes. The spreadsheet is set up to reject invalid scores (more than 45 for 400, 300 and 200, more than 30 points for 100) and adds the four stage scores for a final result.

Fill out the digital spreadsheet and email it to the USAR Shooting Team PAO.



300

Stage 2

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Stage 1

400

Stage 3

200



Stage 4

100

