



P.O. Box 79363, Corona, CA 92877-0178

www.smgunclub.org

Enhanced Marksmanship Training - Program
Modified Infantry Trophy Team (MITT) Training
PHASE II

DATE: Sunday – June 18, 2017

- 1. SPONSORING ORGANIZATION and PURPOSE:** Santa Margarita Gun Club, Inc. is the sponsoring entity. The purpose of this training session is to be able to conduct a particular Marksmanship Team Competition which would specifically involve the U.S. Marine Corps, its Members and its Units. This competition would eventually be called the “GUNNERS CUP”. This training will use the format which will eventually be used in this type of competition. This training session will involve Enhanced Marksmanship Training at known distances, similar to what the U.S. Marine Corps is already using. The initial MITT Training (Phase I) was for the concept of the match and understanding the training required for the “Straight Away” shooters. **Phase II will concentrate on the “Swing” shooters aspect and reloading.**

FOR INFORMATION CONCERNING THE PROGRAM, WRITE TO:

SMGC High Power Rifle Director, P.O. Box 79363, Corona, CA 92877 - 0178 OR

E-Mail Questions to: hdharrison@sbcglobal.net

- 2. RANGE LOCATION:** Range 103, Wilcox Range Complex, MCB, Camp Pendleton, CA. Refer to SMGC web-site (www.smgunclub.org) for further Camp Pendleton vehicle entry requirements and detailed driving directions to the range.
- 3. RULES:** Current Civilian Marksmanship Program (CMP) High Power Rifle Rules will apply.
- 4. ELIGIBILITY (OPEN TO):**
This program is open to all citizens and legal residents of the United States of America. Citizens of foreign nations may enter this program upon proof of legal entry into the USA (validated passport and/or visa). Membership in the National Rifle Association, Civilian Marksmanship Program or California Rifle & Pistol Association is not required.

Those persons who cannot legally participate in the shooting sports or who cannot enter a federal military reservation are not eligible to participate in these event(s).

Participation **DOES NOT** and **WILL NOT** automatically authorize entrance onto MCB Camp Pendleton, CA. To ensure authorized entry onto the base, eligible competitors **must ensure you do the following:**

1. Possess a Department of Defense Vehicle Sticker authorizing you to enter the military installation **OR**
2. Pre-enter the matches desired utilizing the Electronic Entry forms on the club’s web site **AND**
3. Have in your possession the following items:
 - a. Valid Driver’s License and or other picture Identification
 - b. Current Vehicle Registration
 - c. Current Proof of Vehicle Insurance

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4. Complete the Electronically Advance Entry into the scheduled Matches by the Wednesday prior to the event.

5. **REGISTRATION FEES:**

All participants are required to be SMGC Members due to USMC range usage agreements and Insurance Restrictions. If you are not an annual SMGC member, an assessment fee is included for Daily SMGC Membership in the entry fee. Annual SMGC membership must be confirmed through possession of a valid membership card, or confirmation of participant inclusion in the official membership roster at the morning of registration.

SMGC Regular Membership is open to all Active Duty Members, Reserve Members and Retirees of the United States Armed Forces. Regular SMGC Civilian Memberships are dependent upon the number of Current Number of Regular Military members of the Club, according to the club's By-laws.

6. **ENTRIES - Electronic:** **ALL ENTRIES ARE REQUIRED IN ADVANCE**, (especially due to Base Security Regulations): Advanced Entries are the entries are made **PRIOR TO the Wednesday** preceding the actual Date. "Entries" made **AFTER 1200 Hours / 12:00 P.M. (PST)** on Wednesday are considered **LATE** and will be subject to a **\$ 10.00 LATE FEE prior to the start of the match**. Individual competitor entries are **REQUIRED** to indicate their intent to participate **using the electronic Pre-Registration form** available at the SMGC website (www.smgclub.org).

MCB Camp Pendleton Security Regulations require the match sponsor (SMGC) notify the appropriate Base agency of Non Department of Defense (DoD) persons participation in the Match on the Wednesday preceding the Matches. This notification is generated by the received match entry forms and intention to enter messages. Therefore entry onto MCB Camp Pendleton may be denied to those persons who DO NOT indicate their intent to participate or observe using the SMGC Electronic Registration Form. Additionally, persons who have expired driver's licenses will not be granted entry onto MCB Camp Pendleton. Registration forms must also be completed in their entirety. Failure to complete the information section and NRA Membership Number section of the registration form may lead to the inability to correctly report classification to the NRA.

7. **ENTRY FEES:** All individual Entries must be made in advance of the Match.

Annual Regular & Associate SMGC Members Participants

Enhanced Marksmanship Training - **Advance Entry \$ 20.00;** Late Entry \$ 30.00

Daily SMGC Members

Enhanced Marksmanship Training- **Advance Entry \$ 30.00¹;** Late Entry \$ 40.00¹

Active Military Members are FREE; (NO CHARGE)

These members need to provide their own rifles, equipment and ammunition.

¹SMGC Daily Membership assessment required of Non SMGC Annual Members participants due to USMC range usage agreement. Bring the paper entry form enclosed in this program (Last Page), Filled out completely and accompanied by cash, check, money order or NRA points.

Make Checks Payable to: "Santa Margarita Gun Club"

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8. **ENTRIES CLOSE:** Individual Entries close on **the Wednesday prior to the respective date** at **1200 Hours / 12:00 P.M. (PST)**.
9. **POST ENTRIES:** Entries **RECEIVED** after Wednesday, at **1200 Hours / 12:00 P.M. (PST)**, prior to the respective date(s) are considered **LATE** and may be accepted to fill vacancies on existing relay only. **LATE ENTRIES will be subject to a \$ 10.00 LATE FEE prior to the start of the match.**

10. **ENTRY LIMIT:** 40 Individual Entries, Participation will be on a first come first served basis. The training will support 2 Relays of competitors.

11. **START TIME: 2:00 P.M. (1400 hours) approximately on Sunday – June 18, 2017.**

*Firing the course of fire will start after classroom instruction at the 600 yard line has been completed.

12. **CLASSIFICATION OF RIFLES:** NRA High Power Rifle Classification (Rule 3.2) Any Rifle will apply to this competition. “A rifle with no restrictions on sights or accessories including Schuetzen type buttplates and palm rests except that it must be safe to competitors and range personnel.”

Rifles may be either Bolt Operated or Semi-Automatic Rifles with Telescopic Sights with a magazine capacity of not less than 5 rounds. Ammunition will be restricted to 5.56mm /.223 caliber or 7.62mm / .308 caliber.

Competitors may use fixed or variable power optics for this competition. There are NO restrictions on the power settings for optics used in this competition. There will be a distinction between the rifle types (Semi-Automatic-Service Rifles and Bolt Action-Any Rifle), used in this event.

13. **AWARDS:** Certificates and Merchandise

14. **CLASSIFICATION OF COMPETITORS:**

Participants will be classified into the following rifle categories:

A. “Service Rifle” Class:

B. “Any Rifle” Class:

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15. SCHEDULE / PLANNED COURSES OF FIRE:

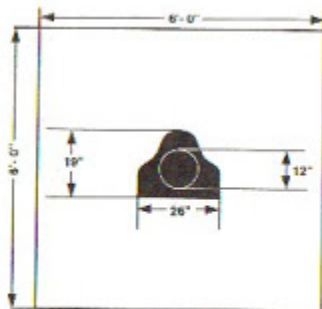
The courses of fire will include the following. (All firing will be done at known distances).

1. Distances and various Stages of fire will be at 600 yards, 500 yards, 300 yards and 200 yards.
2. Targets will be comprised of Silhouette targets, consisting of “Echo” and “Dog” Silhouette targets.
3. Shooting will be done using timed events.
4. Scoring will be done on the firing line or in the pits, by the competitors, using a Hit or Miss Scoring System.
5. Majority of courses will be fired in the Prone Supported position. (The use of Bi-Pods and/or Sand bag/Ruck Sack are Authorized) for the Prone of stages at the 600 yard line ONLY.
6. Prone Positions firing for record at 500 yard lines may use Bipods but NO Sand bags or Ruck Sacks.
7. Positions firing for record will be performed at 300 and 200 yard lines. Position shooting will be done (Without the use of Bipods/Sand bags or Ruck Sacks). Slings attached to the rifles are authorized to be used and are highly encouraged.

See Attachment A, for the detailed descriptions of the courses of fire for the Rattle Battle Training Session.

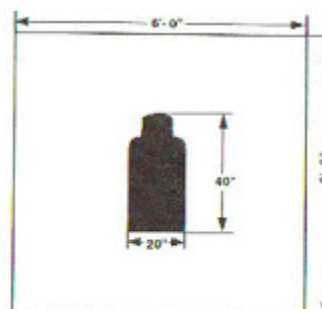
TARGETS TO BE USED:

USMC Targets Used for Training:



**"D" MODIFIED
TARGET**

“Dog”



**"E"
TARGET**

“Echo”

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PLANNED - COURSES OF FIRE (COF) for “Rattle Battle” Training:

| Stage | Event | Distance | Position | Sighter Shots | | Record Shots | | Target | Possible Points |
|-------|----------------|-----------|----------|---------------|------------|--------------|------------|--------|-----------------|
| | | | | # of Shots | Time Limit | # of Shots | Time Limit | | |
| 1 | Sighters Shots | 600 Yards | Prone | 5 | 3 Min | 0 | 0 Min | Echo | N/A |
| 1 | Rapid Fire | 600 Yards | Prone | 0 | 0 Min | 10 | 50 Seconds | Echo | 40 |
| 1 | Rapid Fire | 600 Yards | Prone | 0 | 0 Min | 20 | 50 Seconds | Echo | 80 |
| 2 | Sighter Shots | 500 Yards | Prone | 5 | 2 Min | 0 | 0 Min | Echo | N/A |
| 2 | Rapid Fire | 500 Yards | Prone | 0 | 0 Min | 10 | 50 Seconds | Echo | 30 |
| 2 | Rapid Fire | 500 Yards | Prone | 0 | 0 Min | 20 | 50 Seconds | Echo | 60 |
| 3 | Sighter Shots | 300 Yards | Sitting | 5 | 2 Min | 0 | 0 Min | Dog | N/A |
| 3 | Rapid Fire | 300 Yards | Sitting | 0 | 0 Min | 10 | 50 Seconds | Dog | 20 |
| 3 | Rapid Fire | 300 Yards | Sitting | 0 | 0 Min | 20 | 50 Seconds | Dog | 40 |
| 4 | Sighter Shots | 200 Yards | Standing | 5 | 2 Min | 0 | 0 Min | Dog | N/A |
| 4 | Rapid Fire | 200 Yards | Standing | 0 | 0 Min | 10 | 50 Seconds | Dog | 10 |
| 4 | Rapid Fire | 200 Yards | Standing | 0 | 0 Min | 12 | 50 Seconds | Dog | 12 |

TOTAL ROUNDS NEEDED (Minimum) 132 rounds

(Table 8 below, shows the actual options for the Regular “ITT” Infantry Trophy Team Match Course)

| Stage | Distance | Firing Position | Time Limit |
|--------|----------|----------------------------|------------|
| First | 600 yds. | Prone | 50 sec. |
| Second | 500 yds. | Prone, Sitting or Kneeling | 50 sec. |
| Third | 300 yds. | Sitting or Kneeling | 50 sec. |
| Fourth | 200 yds. | Standing | 50 sec. |

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GENERAL INFORMATION:

16. CHECK-IN PROCEDURES:

All competitors must check in at the Match Statistical Office for administrative processing.

The Statistical Office will be open at conclusion of the Rifle EIC Match (approximately 1400 hours)

17. MANDATORY RANGE SAFETY & ENVIRONMENTAL BRIEFING:

After completion of administrative processing, all competitors must report to the 600 Yard Line no later than **3:00 PM** to attend the mandated range safety and environmental briefing. Competitors not attending the mandated briefing will not be allowed to compete.

18. TARGET PULLERS: **All Participants in the “Rattle Battle” Training Session will be required to pull targets.** ALL competitors are expected to take turns performing this service. If unable to perform this task, the shooter must provide a viable puller instead.

19. TARGETS: Targets previously listed will be used.

20. PARTICIPANT PARKING AREA: (Range 103) - Overnight Competitor parking is permitted in the designated dirt parking lot providing advance notification is given. ALL Competitors are required to park their vehicles in this dirt parking lot, adjacent to the east side of the range.

21. SAFETY EQUIPMENT: Hearing Protection, Eye Protection, and Empty Chamber Indicators (ECI) or Empty Chamber Flags are **mandatory**. ECI's may be purchased at the range for a cost of \$ 2.00.

22. OTHER EQUIPMENT: Cloth, canvas or leather shooting jackets may be used. Standard military-issue web or leather slings or slings of this same type are permitted. Shooting gloves or mitts, ground cloths or shooting mats may be used. Shooting carts may be placed on the firing line provided they are not forward of the competitor or the firing line and do not interfere with other competitors. Since no competitor vehicles are allowed forward of the 600 yard line, competitors will be required to transport their equipment to the various yard lines. It is suggested for competitors to utilize appropriate methods (i.e. carts or wagons) to transport their equipment to the various yard lines.

23. RIFLE TYPES ALLOWED: SCOPED RIFLES AND SERVICE RIFLES ARE ALLOWED.

AR Rifles with RCO or ACOG or similar optics such as NRA Service Rifles with Optics are allowed. Participants may use fixed or variable power optics for this competition. **This will allow U.S. Military Service Personnel with issued M-16 type Rifles and variations to participate.**

24. SHARING OF RIFLES AND EQUIPMENT IS ALLOWED: Competitors are allowed to share rifles and/or equipment. Prior notification to the Match Director is required before the competition starts allow proper squadding to facilitate the sharing of gear.

25. SIGHTS: Telescopic and/or Iron sights are allowed. There are **No restrictions** on the power settings for optics used in this training.

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- 26. AMMUNITION:** Competitors must supply their own ammunition. Due to USMC ammunition limitations, we will require the center-fire ammunition to be used must be either 5.56mm (.223 caliber) or 7.62mm (.308 caliber). **Tracer or incendiary ammunition are prohibited** (Rule 3.17(b) applies). It is required that competitors bring **130 rounds** to allow for ALL record Shots, to include all Sighter Shots.
- 27. SIGHTING SHOTS:** Sighting shots are allowed at the beginning of each yard line.
- 28. CHALLENGES:** No challenges will be allowed.
- 29. CHALLENGE PERIOD:** N/A
- 30. ALIBIS:** **There are NO Alibis.** Shooters who fail to engage any/all targets during the allotted time periods will be marked with a zero. Shooters must ensure their ammunition and rifle function properly. Shooters will be authorized to use immediate action in the event their rifle has a malfunction or stoppage.
- 31. SCORING and PLOT CARDS:** All Participants will be required to complete score cards in their entirety. Participants and Score Keepers will keep the completed score card, for their own reference. The actual Team Scoring and Plot Card will be distributed at the match.
- 32. SCORE KEEPING DUTIES** When not in the actual act of firing on the firing line, All Competitors will be required to keep score for their fellow competitors, while in the pits.
- 33. RECOMMENDED TACTICAL EQUIPMENT:** See Attachment B

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ATTACHMENT “A”

COURSE OF FIRE (Phase II) - “Rattle Battle” - Details:

600 Yard Stage is comprised of these events:

1. **Sighter Shots:** Participants will fire one round at a time in the Prone Position and the target will be pulled and marked after each shot. A Total of 5 Shots fired.
2. Ten (10) Shots for record in 50 Seconds: Two Magazines with 5 rounds each – (Fired from the Prone Supported Position). Starting Position will be lying on the firing line face down, with an unloaded rifle and bolt or action open. The command to **“LOAD and BE READY”** will be given. Participants will load their rifles with a 5 round magazine by any means possible, fire 5 rounds on the first target, reload and “Swing” onto the second Target and fire 5 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “4” Points. A miss will count as “0” points.
3. Twenty (20) Shots for record in 50 Seconds: Two Magazines with 10 rounds each – (Fired from the Prone Supported Position). Starting Position will be lying on the firing line face down, with an unloaded rifle and bolt or action open. The command to **“LOAD and BE READY”** will be given. Participants will load their rifles with a 10 round magazine by any means possible, fire 10 rounds on the first target, reload and “Swing” onto the second Target and fire 10 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “4” Points. A miss will count as “0” points.



Echo Silhouette Target

600 Yard Stage - TOTAL ROUNDS FIRED = 35 Rounds

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500 Yard Stage is comprised of these events:

1. **Sighter Shots:** Participants will fire one round at a time in the Prone Position and the target will be pulled and marked after each shot. A Total of 5 Shots fired.
2. Ten (10) Shots for record in 50 Seconds: Two Magazines with 5 rounds each – (Fired from the Prone Supported Position). Starting Position will be lying on the firing line face down, with an unloaded rifle and bolt or action open. The command to “LOAD and BE READY” will be given. Participants will load their rifles with a 5 round magazine by any means possible, fire 5 rounds on the first target, reload and “Swing” onto the second Target and fire 5 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “3” Points. A miss will count as “0” points.
3. Twenty (20) Shots for record in 50 Seconds: Two Magazines with 10 rounds each – (Fired from the Prone Supported Position). Starting Position will be **Standing behind on the READY Line**; with an unloaded rifle and bolt or action open. The command “**Take Your Positions on the Firing Line**” will be given. Participants will move to the Firing Line and prepare themselves to fire in the Prone Position. Immediately afterwards the command to “**LOAD and BE READY**” will be given. Participants will load their rifles with a 10 round magazine by any means possible, fire 10 rounds on the first target, reload and “Swing” onto the second Target and fire 10 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “3” Points. A miss will count as “0” points.



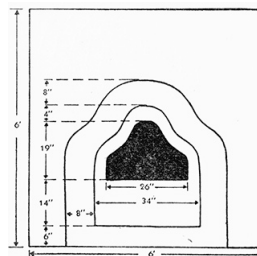
Echo Silhouette Target

500 Yard Stage - TOTAL ROUNDS FIRED = 35 Rounds

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300 Yard Stage is comprised of these events:

1. **Sighter Shots:** Participants will fire one round at a time in the Prone Position and the target will be pulled and marked after each shot. A Total of 5 Shots fired.
2. Ten (10) Shots for record in 50 Seconds: Two Magazines with 5 rounds each – (**Fired from the Sitting Position**). Starting Position will be Sitting on the firing line, with an unloaded rifle and bolt or action open. The command to “LOAD and BE READY” will be given. Participants will load their rifles with a 5 round magazine by any means possible, fire 5 rounds on the first target, reload and “Swing” onto the second Target and fire 5 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “2” Points. A miss will count as “0” points.
3. Twenty (20) Shots for record in 50 Seconds: Two Magazines with 10 rounds each – (**Fired from the Sitting Position**). Starting Position will be Standing behind on the READY Line; with an unloaded rifle and bolt or action open. The command “Take Your Positions on the Firing Line” will be given. Participants will move to the Firing Line and prepare themselves to fire in the Sitting Position. Immediately afterwards the command to “LOAD and BE READY” will be given. Participants will load their rifles with a 10 round magazine by any means possible, fire 10 rounds on the first target, reload and “Swing” onto the second Target and fire 10 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouettes will count as “2” Points. A miss will count as “0” points.



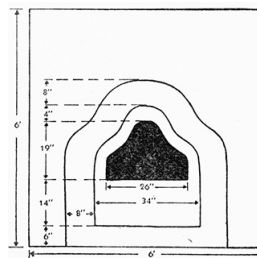
“Dog” Silhouette Target
(Minus other scoring rings)

300 Yard Stage - TOTAL ROUNDS FIRED = 35 Rounds

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200 Yard Stage is comprised of these events:

1. **Sighter Shots:** Participants will fire one round at a time in the Prone Position and the target will be pulled and marked after each shot. A Total of 5 Shots fired.
2. Ten (10) Shots for record in 50 Seconds – (**Fired from the Standing Position**). Starting Position will be Standing on the firing line, with an unloaded rifle and bolt or action open. The command to “LOAD and BE READY” will be given. Participants will load their rifles with 10 rounds by any means possible, fire 5 rounds on the first target, reload and “Swing” onto the second Target and fire 5 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “1” Point. A miss will count as “0” points.
3. Twelve (12) Shots for record in 50 Seconds – (**Fired from the Standing Position**). Starting Position will be **Standing behind on the READY Line**; with an unloaded rifle and bolt or action open. The command “**Take Your Positions on the Firing Line**” will be given. Participants will move to the Firing Line and prepare themselves to fire in the Standing Position. Immediately afterwards the command to “**LOAD and BE READY**” will be given. Participants will load their rifles with a 12 round magazine by any means possible, fire 6 rounds on the first target, reload and “Swing” onto the second Target and fire 6 rounds. Targets will be exposed for 50 seconds and pulled down at the end of the time limit. The command to “CEASE FIRE” will be given when the Targets disappear. The targets will be scored according to the shot value (HIT or MISS). A hit anywhere on the silhouette will count as “1” Point. A miss will count as “0” points.



“Dog” Silhouette Target
(Minus other Scoring Rings)

200 Yard Stage - TOTAL ROUNDS FIRED = 27 Rounds

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ATTACHMENT “B”

Recommended Tactical Equipment: Items with an * are a “MUST HAVE ITEM”

***Rifle: Semi-Auto or Bolt Action with Rifle Scope or Iron Sights and Rifle Sling**

***** Sufficient number of Magazines to have all of the rounds loaded in each magazine.*****

Bi-pod or Ruck sack to shoot off of

***Ammunition (132 rounds) Minimum**

***Chair or shooting stool**

***Hearing Protection (Mandatory on firing line and in Pits)**

***Eye Protection (Mandatory on firing line and in Pits)**

***Head Gear: aka: Hat or Boonie Cover (Mandatory in Pits)**

*** Pen / Pencil / Notepad**

Tools for weapon/gear

Staple Gun and staples (Mandatory in Pits), to attach targets onto Target Frame during training.

Regular Clipboard (For Score Cards)

Gloves

Elbow and Knee pads

Data Book

Cleaning Gear

COMFORT ITEMS:

Collapsible Chair, Food-Snacks, Water, Sun Screen, Camera, Sun glasses, Clear Lens Glasses, Camel Back

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High Power Rifle Training Session Form

(ELECTRONIC ENTRY IS STILL REQUIRED - FROM THE SMGC WEB SITE LISTED BELOW)

www.smgunclub.org

(PLEASE Fill out this Form and bring it with you to the competition)

Name: _____
(Last) (First) (Middle)

Military Rank (If applicable): _____ Date of Birth: _____ Age: _____

Home

Address: _____ City: _____ State: _____ Zip Code: _____

Cell Phone: (_____) _____

E-Mail Address: _____@_____

Squadding Information (circle appropriate ones)

CATEGORY: Civilian Military Police Fire

RIFLE TYPE: Bolt Rifle Semi-Auto

Caliber of Rifle Used: .223/5.56mm .308/7.62mm * Other _____ *=if authorized

Ammunition Used: Hand loads Factory Lot NO. _____

Equipment & Personnel Survey:

Rifle Manufacture Used: _____

Scope Manufacture Used: _____ Power Settings: _____

Bi-Pod Manufacture Used: _____

Sling Type & Manufacture Used: _____