

**U.S. Army Reserve
Marksmanship Training and Competitive Program**

Postal Matches



Website: <https://www.usar.army.mil/ARM>
<https://ArmyReserveMarksman.info>

Facebook: <https://www.facebook.com/USARCMP>

World-wide Chief, Army Reserve Postal Matches

Per Army Regulation 140-1, Chapter 7 (Marksmanship Training and Competitive Program), section 7-2 a. (11), the Chief, Army Reserve will conduct the World-wide Chief, Army Reserve Postal Matches. All Army Reserve units are encouraged to participate in this OCAR-supported Postal Match program.

Army Reserve Postal Matches are conducted every fiscal year. All Army Reserve units and Soldiers are eligible. To be counted in the current fiscal year event, scores are due by September 30 of the current fiscal year. When submitting results be certain to include Public Affairs information so we can promote your unit and this event to USARC.

POSTING RESULTS

Register an event as directed by the U.S. Army Reserve **Postal Match**. Details are listed at <https://www.usar.army.mil/ARM>

Do NOT submit or email a scan of handwritten scores or score cards. Follow the procedures to record and submit scores as directed by the U.S. Army Reserve **Postal Match** <https://www.usar.army.mil/ARM>

Individuals are responsible for verifying their score before leaving the range. Shooters must have an optic or binoculars for observing targets. Shooters are required to perform immediate action in the event of a malfunction; these are non-alibi matches.

Margaret Thompson Murdock Postal Match

Major (ret.) Margaret Thompson Murdock, Army Reserve, attended school for nursing at Washburn University, earned her degree and worked for Kansas University Medical Center. In addition to her work as a medical officer for the Army Reserve, Maj. Thompson is widely known for her success in international shooting competitions, including a silver medal at the 1976 Summer Olympics.

Maj. Thompson is the first woman to win a medal in Shooting at the Summer Olympics and the first to win an individual open World Shooting Championship. In international competition, Maj. Murdock set four individual world records and nine team world records. She is a member of five halls of fame, including the USA Shooting Hall of Fame and the Kansas Sports Hall of Fame. Maj. Thompson won the Olympic Spirit award for her sportsmanship in the Olympic Games of 1976 when she took Silver after shooting a tied score with Gold medallist Lanny Bassham who won by technical decision. Because she shot an identical score, Bassham pulled Murdock onto the top podium with him during the awards ceremony.



Margaret Thompson



Competition Highlights:

- Olympic Silver Medalist (1976, Three-Position Rifle)
- Four-time World Champion (1974 Prone Rifle, 1970 300m Three-Position Rifle, 1970 and 1966 Three-Position Rifle)
- World Championship Silver Medalist (1966, Prone Rifle)
- World Championship Bronze Medalist (1974, Three-Position Rifle)
- Two-time Pan American Games Gold Medalist (1967 and 1975, Three-Position Rifle)

The Margaret Thompson Murdock Postal Match is derived from the Primary Rifle qualification as described in TC 3-20.40 and TC 3-22.9. The entire match is shot at 25 meters on the current zero target and can be held in conjunction with grouping and zeroing exercises during routine unit qualification.

COURSE OF FIRE

Place a zero target (NSN: 6920-01-660-9191 or 6920-01-660-0348) at 25 meters from the shooter. A copy is in the Postal Match Targets section at the end of this document. Each shooter needs a barricade facade to shoot over/around for support while shooting kneeling and standing. This can be improvised with common items such as a folding chair and folding table or similar common items.



After posting targets, have shooters fill three magazines with two rounds each and prepare their equipment as needed.

Stage 1

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 two rounds loaded. The other two-round magazines will be secured in magazine pouches on the shooter's equipment (not on the ground.)

At the command to fire, assume a prone unsupported position and engage the zero target with two rounds, reload without command and re-engage the zero target with two more rounds from the barricade supported kneeling position, reload without command and re-engage the zero target with two rounds from the barricade supported standing position.

Time limit: 40 seconds. All shots fired after the "Cease Fire" command is given are penalized ten points each.

Stage 2: Repeat Stage 1. Allow enough time in between each stage to fill magazines and prepare accordingly.

Maximum score possible: 120 points (12 total rounds fired).

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.

- 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. Only the barricade can be used for support.
- 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. Only the barricade can be used for support.
- 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, barricades, or other additional support is not authorized.
- Low Ready Position: Standing position with the muzzle depressed at an angle of 45 degrees from horizontal

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. Two magazine pouches are needed to hold spare magazines for reloading.
Standard issue helmet (PASGT, ACH, MICH, etc.)
Standard issue DA-approved uniform and boots.

TARGET PREPARATION

Each shooter will need a current bullseye-type zero target. Make sure to have extras for refires, extra shooters, etc. This Course of Fire Book includes a sample in the Targets section to copy as well.

SCORING

The scoring zones on the zero target are scored similar to Conventional bullseye competition. The innermost dashed score ring (4 MOA) is the X ring worth 10 points and to break ties. The 4cm/6MOA dashed ring is 10 points. The first solid ring is 9 points, then 8, with the rest of the black bullseye scoring 7. The next ring (in the white) scores 4 points, then 3, 2, 1 points. These outer rings score less because they are bigger than 16 MOA, thus, bigger than most targets shot during qualification. Misses score zero. Any shots fired after time has expired or from the wrong position are penalized ten points (-10.) 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.



- 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.
- 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.
- Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.
- 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 ten points each. No verbal indication of time passing is allowed.

VALIDATION

A score of 75-0 (75 points, no Xs) out of a possible 120-12 (120 points, 12 Xs) for twelve shots is considered a successful Table IV or Table V skill validation (see TC 3-20.0) prior to qualification.

William James Sutton Postal Match

William James Sutton started his military career in his high school's ROTC program. He enlisted in the Texas National Guard in 1926 and attended the basic course of the Firing School at the US School of Arms in 1928. He received a commission as a first lieutenant in the Texas National Guard in 1929 and made Captain in 1931. During his time with the National Guard, Sutton competed with and coached the Texas National Guard Rifle Team for several years before World War II, earning the Distinguished Rifleman badge along with numerous rifle and pistol trophies for shooting.

During World War II, then Lt. Col. William Sutton joined a small group of 18 field grade officers who flew into France as reinforcements during the Battle of the Bulge. Sutton took command of a unit that belonged to the 333d Infantry Regiment, 84th Infantry Division on 23 December



Cpt. William Sutton, (fourth from left, seated in front row) competing with the Texas National Guard Rifle Team at the National Matches, Camp Perry, 1939

1944 and assumed command of the 3d Battalion, 334th Infantry Regiment, 84th Infantry Division a month later. He led the regiment as commander in March 1945. He served in combat with the regiment in France, Belgium, Holland, and Germany until he sustained serious wounds in action on 7 April 1945. At the time he received his wounds, he personally led his troops in an attack upon a built-up position. For his action, Sutton received the Silver Star and Purple Heart.

After he returned to the United States in June 1949, the Army appointed Sutton as the chief of the Training Branch, Intelligence Division, US Army General Staff. He left the Regular Army to join the Army Reserve and enter private business in 1949 and was promoted to Colonel that year. In his civilian life, Sutton became the director of field operations for the Armed Forces Mutual Life Insurance Company in San Antonio, Texas. Sutton continued to serve and was eventually promoted to the rank of Major General.

Nominated by President Lyndon B. Johnson on 23 April 1968, the 60th anniversary of the Army Reserve, Maj. Gen. William J. Sutton, served as the first "statutory" chief of the Army Reserve based on a new law calling for the Chief of the Army Reserve to function as an advisor on Army Reserve affairs to the Army chief of staff.

Through the 1960s the USAR Marksmanship Program consisted only of an ad hoc Service Rifle and Service Pistol Team that would be constituted as the Battalion, Brigade, ARCOM, and Army Area Matches were conducted. The All-USAR Teams would then compete in the National Rifle and Pistol Championships at Camp Perry and then disband. As Chief, Army Reserve MG Sutton gave the program a structure still in use today. Sutton was a Distinguished Rifleman and strongly believed in marksmanship. During World War II he had to deploy cooks, supply personnel, truck drivers, and other support personnel to defend his unit. He learned that it was important for all Soldiers to know how to shoot well, especially those in the Army Reserve. MG Sutton and later Chiefs supported the USAR Marksmanship Program very well into the late 1980s.



MG Sutton, Chief, Army Reserve (left) and Lt. Col. Sutton (right) during World War II.

During Sutton's tenure as chief, very few women served in the Army or Army Reserve. Sutton directed that Army Reserve recruiters work to increase the number of women in the Army Reserve during the Vietnam War. He helped implement the Junior W.A.C. (Women's Army Corps) Program, allowing female college juniors to enlist in the Army Reserve at the rank of specialist four (E-4). After successful completion of the program, the Army commissioned the women as second lieutenants. Sutton also promoted the increase of minorities in the Army Reserve and pushed for the promotion of senior black officers to the general officer ranks.

The William James Sutton Postal Match is derived from the Primary Rifle qualification as described in TC 3-20.40 and TC 3-22.9. The 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 targets 25 meters from the shooter. Each shooter needs a barricade facade to shoot over/around for support while shooting kneeling and standing. This can be improvised with common items such as a folding chair and folding table or similar common items.



After posting targets, shooters will be granted a preparation period to fill magazines and prepare equipment as needed.

Stage 1

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 two rounds loaded with two more magazines of two rounds each secured in magazine pouches on the shooter's equipment (not on the ground.)

At the command to fire, assume a prone unsupported position and engage each silhouette with one round each, reload without command .while moving into the barricade supported kneeling position

and re-engage each silhouette with one round, reload without command while moving into the barricade supported standing position and re-engage each silhouette with one round each.

Time limit: 30 seconds. All shots fired after the "Cease Fire" command is given are penalized ten points each.

Stage 2: Repeat Stage 1. Allow enough time in between each stage to fill magazines and prepare accordingly.

Maximum score possible: 120 points (12 total rounds fired). 60 points/6 rounds maximum per target.

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. Only the barricade can be used for support.
- 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. Only the barricade can be used for support.
- 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, barricades, or other additional support are not authorized.
- d. Low Ready Position: Standing position with the muzzle depressed at an angle of 45 degrees from horizontal

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. Two magazine pouches are needed to hold spare magazines for reloading.

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

Standard issue DA-approved uniform and boots.

TARGET PREPARATION

Each shooter will need a copy of the William James Sutton Postal Match target page in the Targets section at the end of this document. Have extras for refires, extra shooters, etc. Participants must ensure targets are completely replaced or 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

The scoring zones based on the Primary (switch) and Secondary (timer) lethal zones. Each shot fired within the time limit and from the proper position receives the value of the highest scoring ring it touches (ten or nine points) with the rest of the target worth eight points. Misses score zero. Any shots fired after time has expired or from the wrong position are penalized ten points (-10.) 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.

- 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.
- Crossfire: If crossfire occurs (a shooter fires on someone else's target) the shooter with excessive hits may request a refire 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.
- Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.
- 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 ten points each. No verbal indication of time passing is allowed.

VALIDATION

At least 8 hits out of 12 total shots hitting the silhouette somewhere is considered a successful Table IV or Table V skill validation (see TC 3-20.0) prior to qualification.



Harry James Mott III Postal Match

Harry James Mott III is a retired brigadier general in the United States Army. He is a former acting chief of the United States Army Reserve, a position he held from August 1, 1986 to November 30, 1986. Mott also was Deputy Chief of the Army Reserve from March 13, 1983 to July 31, 1986, and from December 1, 1986 to August 5, 1987.

Harry Mott participated in the Boy Scouts as a youth and he earned the rank of Eagle Scout and is a life-long shooter and hunter. He began his military service in the U.S. Navy Reserve and would later enlist in the Army and then apply for Officer Candidate School. After receiving his commission as a second lieutenant, Infantry, 2nd Lt. Mott's first assignment came in July 1952 as a platoon leader in M Company, 3d Battalion, 39th Infantry Regiment, 9th Infantry Division, at Fort Dix. While there, Mott received orders to Korea three days before Christmas. He went to Fort Lewis, then Camp Casey, Yokohama, Japan, enroute to join his new unit in the Kumwha Valley. He went to the 3d Platoon, Heavy Mortar Company, 27th Infantry Regiment, part of the 25th Infantry Division. The unit prepared the Wyoming Line, the United Nations Command's forward defenses near Ch'orwon, Korea. Mott led his platoon across Freedom Bridge to spend 72 days in support of the 3d Battalion, 27th Infantry Regiment, positioned on the left flank of the frontline, located across from Hill 86 where he and his unit often came under Chinese fire while on his fire coordination excursions to Pig Outpost. Through his experiences on the frontlines, Mott learned to respect the Chinese soldiers for their tenacity,



1st Lt. Harry Mott (Korea, 1953) displays a recovered propaganda banner made by North Korean or Communist Chinese forces.

innovativeness, and courage. He developed skills in team and morale building among soldiers while his platoon lived in very close quarters in bunkers.

Upon his return to the United States in December 1953, Mott went into the U.S. Army Reserve Control Group and continued to serve in various Reserve units and eventually be promoted the Brigadier General while working for the Rueben H. Donnelley Corporation, Dun-Donnelley Publishing Corporation, and Dun and Bradstreet Corporation as his civilian job.

General Mott took office as the deputy chief of the Army Reserve in March 1983. When he reported to the Pentagon, he discovered that there were 52 computer-generated pages of overdue suspenses at the Office of the Chief of the Army Reserve. Mott worked to reduce this backlog and managed the Army Reserve budget along with the Comptroller's Office. One of his initiatives, an air gun program designed for Reserve centers throughout the Army Reserve, provided a more cost-effective method of training soldiers to improve marksmanship and predates other small arms training simulators by decades. Mott also encouraged the computerization of operations learned from his civilian employment and brought this modernization into the Office of the Chief of the Army Reserve.



Brigadier General Harry J. Mott, II (1987)

During his tenure as Deputy Chief and Chief, Army Reserve, BG Mott distinguished himself as the longest serving member of the National Board for the Promotion of Rifle Practice, a position he held from 1985 to 1995. The Army Reserve honored Mott with an award that is presented annually to the individual who does the most in the year to promote Army Reserve marksmanship - the BG Harry J. Mott, III Shooter's Trophy Award.

The Harry James Mott Postal Match is derived from the Primary Rifle qualification as described in TC 3-20.40 and TC 3-22.9. The entire match is shot at 25 meters on reactive targets and can be held in conjunction with grouping and zeroing exercises during routine unit qualification.

COURSE OF FIRE

Place two reactive targets 25 meters from the shooter. Each shooter needs a barricade facade to shoot over/around for support while shooting kneeling and standing. This can be improvised with common items such as a folding chair and folding table or similar common items.

After setting up the targets, shooters will be granted a preparation period to fill magazines and prepare equipment as needed.



Stage 1

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 two rounds loaded with two more magazines of two rounds each secured in magazine pouches on the shooter's equipment (not on the ground.)

At the command to fire, assume a prone unsupported position and engage each reactive target with one round, reload without command .while moving into the barricade supported kneeling position and re-engage each reactive target with one round, reload without command while moving into the barricade supported standing position and re-engage each reactive target with one round. The shooter's time from command to fire to the last shot fired must be measured as it is assessed into the score. A commercial shot timer (PACT, Competition Electronics, etc.) is ideal but a whistle and stop watch may be used.

Stage 2: Repeat Stage 1. Allow enough time in between each stage to fill magazines and prepare accordingly.

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. Only the barricade can be used for support.
- 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. Only the barricade can be used for support.
- 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, barricades, or other additional support are not authorized.
- d. Low Ready Position: Standing position with the muzzle depressed at an angle of 45 degrees from horizontal

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. Two magazine pouches are needed to hold spare magazines for reloading.

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

Standard issue DA-approved uniform and boots.

TARGET PREPARATION

Each shooter needs two reactive targets. This course uses two Newbold 3" Round ElastiMax Self-Sealing Rifle Targets <https://www.newboldtargets.com/3-Gun-Targets/Rifle-Target/3-Round-ElastiMax-Self-Sealing-Rifle-Target>

Product Code: 16001

These react like steel but the bullet passes through the target like paper. They can be mounted and tied to existing target holders/carriers used for zeroing or a small holder. Make sure the securing rope or twine can spin freely around the support without winding up tight.

SCORING

Each target hit scores 10 points. A miss scores zero. There is no time limit but the shooter is timed with a shot timer or stopwatch from start command to last shot for each of the two strings of fire. The total elapsed time in seconds of both timed strings is subtracted from the point total. This time assessed scoring is called Minus scoring. Shots fired from the wrong position are penalized ten points (-10) each. Moving before the start command is given is a ten point penalty.



a. Excessive hits or Crossfire: If it is determined that a shooter's targets were engaged by someone else, that shooter will be granted a re-fire.

b. Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.

c. Timing: A stopwatch, timer, or similar device is used for the timing of each string. An audible device, whistle, or verbal command of "FIRE" is used to signal the fire command and to start the exposure time. Time is measured until the last shot is fired. The two elapsed times in seconds from both strings of fire are summed and subtracted from the total earned points to determine the final score.

VALIDATION

At least 8 hits out of 12 total shots hitting a reactive target is considered a successful Table IV or Table V skill validation (see TC 3-20.0) prior to qualification.

Excellence In Competition Rifle Postal Match

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. **NOTE**, this Postal Match is **NOT** an Excellence In Competition event and is **NOT** eligible for awarding EIC "Leg" points. This is a short range practice course modelled after the current Match 321 Excellence In Competition for rifle as an introduction for Soldiers interested in competition.

COURSE OF FIRE

Each shooter needs one copy of the three EIC Postal Match targets for Stage 1-4. See Targets section at the end of this document. Place all three target pages at 25 meters from the shooter. After posting targets, shooters will be granted a 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.

- 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.
- 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.
- 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.)
- Low Ready Position: Standing position with the muzzle depressed at an angle of 45 degrees.

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.) and standard issue DA-approved uniform and boots.

TARGET PREPARATION

Each shooter will need a copy of each target page (EIC Postal Match, three pages total) and make sure to have extras for refires, extra shooters, etc. Participants are responsible for the preparation and proper maintenance of their targets.

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.

- 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.
- Crossfire: If crossfire occurs (a shooter fires on someone else's target) the shooter with excessive hits may request a refire 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.
- Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.
- 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 hear not more than one second in duration. Shots fired through the sound of the cease



Figure 1-23. Low ready position.

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.

VALIDATION

At least 19 hits out of 33 total shots hitting the silhouette somewhere is considered a successful Table IV or Table V skill validation (see TC 3-20.0) prior to qualification.

Horace Waymon Bivins Postal Match

Cpt. Horace Waymon Bivins, Buffalo Soldier, was born on May 8, 1862 in Accomack County, Virginia on an 8-horse farm near Keller Station, Virginia.

In 1887, Bivins joined the U.S. Army as a private and was assigned to Troop E, 10th U.S. Cavalry. He took part in the campaign against Geronimo during the final days of the Apache wars in the Southwest. In 1898, Corporal Bivins, now a gunner, went to war in Cuba with the 10th Cavalry. There, Bivins operated a three-man Hotchkiss mountain gun alone and suffered a head wound as his fellow soldiers were pinned down under fire. With all other members of his unit killed or wounded, he single-handedly fired 72 shells from the gun, which recoiled six to eight feet after each shot. His performance was all the more remarkable because early in the battle, he had been knocked out briefly by a slug that passed through an iron-plated hub of a gun carriage and hit him in the temple. President Teddy Roosevelt recalled of the action, "I don't think it an exaggeration to say that but for the timely aid of the 10th Cavalry, the Rough Riders would have been annihilated."

Commended for his bravery and earning the Silver Star for actions at the Battle of San Juan Hill, Bivins soon became a hero of the Spanish American War as his actions were described in both military and civilian newspapers. In 1899, he wrote of his Cuban experiences which appeared in the book *Under the Fire with Tenth Cavalry*, one of the earliest and most popular of the Spanish American War accounts. Now a sergeant, Bivins served six months in the Philippines in 1901, often leading patrols against the forces of Emilio Aguinaldo. He left the Philippines in July 1901 and was stationed at a series of military posts in Montana, California, Wyoming, New York, and Vermont. He retired from the U.S. Army on July 19, 1913 and settled in Billings, Montana. In 1917 Bivins proposed organizing a reserve unit of volunteers in Virginia for the U.S. Army as it prepared to embark for France to fight in World War I. The Army turned down his proposal but it did make the 55 year old Soldier a Captain in the Infantry. For six months he was mobilized to active duty at Camp Dix, New Jersey before retiring again and returning to Billings, Montana. Cpt. Bivins had a military career that was so varied and full of adventure that newspapers wrote his life's account "reads like fiction from the imagination of a pulp magazine writer."

The U.S. Army enacted the Distinguished Marksman program in 1884. In over 133 years of history in the program, with tens of millions of Soldiers eligible to try, as of 2017 a total of 5,102 Army personnel earned either Distinguished Rifleman or Distinguished Pistol Shot. Captain Horace Waymon Bivins was the first person to earn both in 1894; a Corporal at the time. Cpt. Bivins was also the first marksman to win three Army marksmanship gold medals in one year.

Cpt. Bivins was a highly skilled marksman, having numerous medals and badges with rifles and pistols in shooting competitions sponsored throughout the War Department, distinguishing himself as a national revolver and carbine marksmanship champion and earning the Distinguished Rifleman badge. After the Distinguished Pistol Shot badge was created in 1903, it was determined that Bivins had already won over three pistol marksmanship championship awards, qualifying him as earning enough Excellence In Competition "Leg" points for the award. He was retroactively awarded the first Distinguished Pistol Shot badge for his multiple championships and became the first Double Distinguished marksman in the United States.



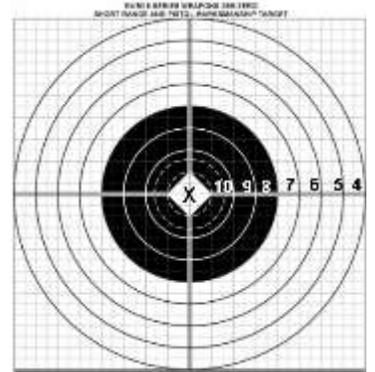
COURSE OF FIRE

The Horace Waymon Bivins Postal Match is derived from the Pistol Validation exercise as described in TC 3-20.40 and TC 3-23.35.. The entire match is shot at 10 meters on five current zero targets and can be held in conjunction with the TC-prescribed Pistol Validation. In fact, the Validation is also the match. After determining if the Soldier is a Go/No Go for validation, score the same targets for points to determine the match score By adding additional information to the current validation conducted to standard during routine unit qualification, this match does not require a separate course or ammunition.

SCORING

The scoring zones on the zero targets are scored similar to Conventional bullseye competition on a current zero target (NSN: 6920-01-660-9191 or 6920-01-660-0348, <https://www.riteintherain.com/rite-in-the-rain-25-meter-target-m4-m16>). A copy is in the Postal Match Targets section at the end of this document.

The innermost dashed score ring surrounding the white diamond is the X ring worth 10 points and used to break ties. Disregard the 4cm dashed ring. The first solid ring is 10 points, then 9, with the rest of the black bullseye scoring 8. The next ring (in the white) scores 7 points, then 6, 5, and 4 points. Misses score zero. 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.



- 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.
- Crossfire: If crossfire occurs (a shooter fires on someone else's target) the shooter with excessive hits may request a refire 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.
- Refire: The Range OIC may direct a re-fire for any stage or match as necessary to ensure fair conduct.

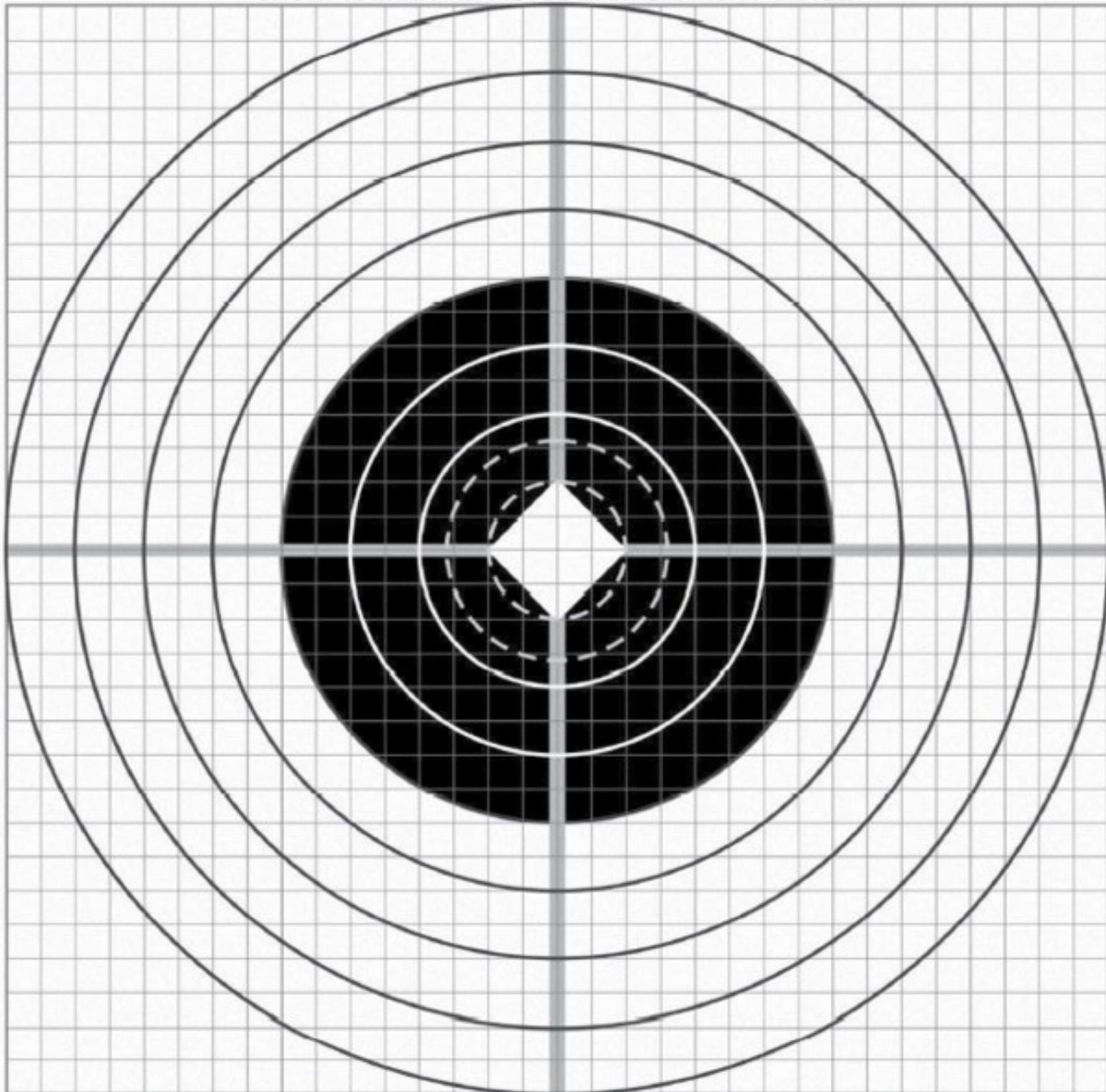
VALIDATION

Per TC 3-20.40, each of the five targets is engaged with four rounds and is a “Go” if at least three rounds hit the 8-inch (4 point) ring. Four targets must be a “Go” to be a successful Table IV or Table V skill validation (see TC 3-20.0) prior to qualification.

Postal Match Targets

The following targets are intended to be printed off for local Postal Match use. 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. The current issue Zero target (Short Range and Pistol Marksmanship Target) is preferred, however, we’ve provided a printable facsimile if local Range Operations have not yet procured the current target which has been official since FY2016.

**M4/M16 SERIES WEAPONS 25M ZERO
SHORT RANGE AND PISTOL MARKSMANSHIP TARGET**



WEAPON IS NOT CONSIDERED ZEROED UNTIL CONFIRMED AT TRUE DISTANCE

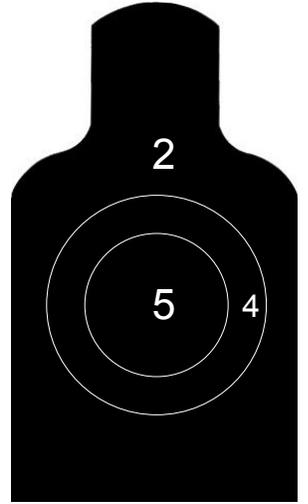
EACH BLOCK REPRESENTS 1 MOA AT 25M

| SIGHTING SYSTEM | ELEVATION in MOA | WINDAGE in MOA |
|-------------------------------|------------------|----------------|
| CCO | 0.5 | 0.5 |
| M150 RCO/TA-01* | 0.5 | 0.5 |
| M4/M4A1 REAR SIGHT (BUIS) | 0 | 0.75 |
| M4/M4A1 FRONT SIGHT | 1.75 | 0 |
| M16A2/A3/A4 REAR SIGHT (BUIS) | 0 | 0.5 |
| M16A2/A3/A4 FRONT SIGHT | 1.25 | 0 |

* Internal knobs .333 MOA

William James Sutton Postal Match





300
Stage 2
EIC Postal Match



Stage 1
400
EIC Postal Match

EIC Postal Match

Stage 3

200



Stage 4

100

