

## **National Marine Corps League Service Pistol and Rifle Match 2018/2019**

The National Service Pistol and Rifle Match will be held annually between 1 March and 31 October. Registration forms must be submitted between 1 March and 31 October along with the registration fee of \$10 per competitor. Please send Pistol and Rifle Team registration and scores along with the fees to:

**Scott Neff, Rifle/Pistol Chairman**  
**P.O. Box 183610, Shelby Township, MI 48318**

All checks must be made payable to Marine Corps League National Headquarters. Registration fees submitted in advance of the scores will not be refunded if a Detachment, Unit or Individual fails to fire or return the scores postmarked 31 October. The team's registration form(s) must be typed or legibly printed with the competitor's full legal name using no nick names or aliases. The scores sheets must be verified and signed by the Detachment Commandant or the Young Marines Unit Commander to certify the match scores are true and correct.

### **Team Composition**

- Both Pistol and Rifle match teams must consist of four (4) or five (5) competitors.
  - A team consisting of four (4) competitors will receive a blind score.
  - A blind score will be calculated as an average from the registered marksmen and will be assigned to the teams as the fifth score.
- Entries of three or less are eligible for individual awards and not eligible for team awards.
- Teams may be from a Marine Corps League Detachment, a Reserve Unit, an Active Duty Unit or a Young Marines Unit.
- More than one team may be entered from a Detachment or Unit.
- All competitors on a team must be from the same Detachment or Unit.
- A competitor cannot be a member of more than one team.
- An Active or Reserve competitor can fire on a Marine Corps League Detachment team if he or she is a member of a Detachment.
- Young Marines Units may enter National Postal Rifle Match under Young Marines rules.

### **Team and Individual Classifications**

- Both Pistol and Rifle teams will be classified as High Master, Master, Expert, Sharpshooter, or Marksman according to the competitors on the team.
- Teams are classified by calculating the team average based on the classification of each firing member of the team. To calculate the team's average a numeric representation of each classification is used, and the team classification is the sum of the team member's classifications divided by the number of firing members of the team. Any decimals of .5 and greater will place the team in the next higher class.

|                        |   |
|------------------------|---|
| High Master . . . . .  | 5 |
| Master . . . . .       | 4 |
| Expert . . . . .       | 3 |
| Sharpshooter . . . . . | 2 |
| Marksman . . . . .     | 1 |

- First time competitors that are not NRA Conventional Pistol or High-power Rifle classified will be assigned a Master classification which will be used for the current match and will be reclassified after the current year's match to their new Marine Corps League Classification.
- Competitors that have been classified by the NRA will have that classification honored upon verification of their classification card. Please enclose a photocopy copy of your classification card.

### **General Match Information**

- The Detachment or Unit must fire at a local gun club, military base, or sanctioned tournament where the course of fire is the same as the MCL Postal Match course of fire.
- The range length for the pistol match must be 25 Yards.
- The range length for the rifle match must be shot at 100 or 200 yards.
- For any condition where these specific rules do not cover, refer to CMP Match Rules. A .pdf copy can be downloaded at the CMP website. Use the link to Highpower rifle and pistol competition rules. <http://thecmp.org/competitions/cmp-competitions-rulebooks/>

### **Rifle Match**

The following rifles or their civilian models are examples of acceptable weapons. M1903 Springfield, M1A/M14, AR-15/M-16, M1 Garand

#### **Course of Fire**

- 3 Sighters, 3 Minutes, Any Position
- 10 Rounds, 10 Minutes, Slow Fire Prone
- 10 Rounds, 10 Minutes, Slow Fire Sitting
- 10 Rounds, 10 Minutes, Slow Fire Kneeling
- 10 Rounds, 10 Minutes, Slow Fire Standing
- Target: NRA SR (200 Yard 10X Target) if fired at 200 yards or the NRA SR-1 target if fired at 100 yards
- If competitor cannot assume a specific position they may elect to fire in the next **progressive** position.
- Disabled competitors enter in disabled class and may fire any safe position they can assume or seated in a chair.
- No external modifications are allowed to the stock and barrel.
- Military iron sights only, but dimensions may vary of rear sight aperture & front sight blade. Scopes attached to the rifle are not permitted.
- Rounds will be single loaded only.
- Slings can be used for support in all positions except standing. While in the standing position the sling must be in the parade position and attached at both ends of the rifle.

#### **Pistol Match**

- The following pistols or their civilian models are acceptable. Government Model 1911 .45 ACP (Gold Cup and Officer's models are acceptable); Beretta M9, .38 caliber six-cylinder revolvers.
- Any type of internal modification is acceptable except for trigger pull which must meet or exceed the minimum four (4) pound trigger pull as designated by the U.S. Armed Forces.
- Only standard metallic sights can be used and no other sighting or aiming device such as lasers, red dots, etc. can be attached to the pistol in any manner.

- Standard grips must not exceed one and a half (1 1/2) inches and cannot have finger grooves or other non-standard military design.

**Course of Fire:**

- Two stages with each stage containing one string of slow fire, two strings of timed fire and two strings of rapid fire.
- 10 Rounds, 10 minutes Slow Fire
- Two (2) five-round strings, 20 Seconds, Timed Fire
- Two (2) five-round strings, 10 Seconds, Rapid-Fire
- There will be a pause between the Timed and Rapid-Fire strings for reloading.

**Alibis:**

- Alibis apply only to the timed and rapid-fire strings.
- A competitor can claim only one alibi in both strings of fire for a stage
- A competitor can only fire one alibi string consisting of the string with the fewest shots down range at the time of the alibi.
- Target: Standard NRA B-8 25-yard pistol target

**Trophies**

- Trophies will be awarded for first place High Master, Master, Expert, Sharpshooter, and Marksman for Individuals and Teams.
- There will be 2nd and 3rd place trophies awarded depending on the amount of entry fees received and the number of competitors per classification.
- Young Marines team trophies will be dependent on the number of teams participating.

**Classifications**

**INDIVIDUAL PISTOL**

High Master 570--600  
 Master Class 500--569  
 Expert Class 400--499  
 Sharpshooter Class 300--399  
 Marksmanship Class 0--299

**TEAM PISTOL**

High Master 2850--3000  
 Master Class 2500--2849  
 Expert Class 2000--2499  
 Sharpshooter Class 1500--1999  
 Marksman Class 0--1499

**INDIVIDUAL RIFLE**

High Master 360--400  
 Master Class 320--359  
 Expert Class 240--319  
 Sharpshooter Class 200--239  
 Marksman Class 0--199

**TEAM RIFLE**

High Master 1800--2000  
 Master Class 1600--1799  
 Expert Class 1200--1599  
 Sharpshooter Class 1000--1199  
 Marksman Class 0--999

## **YOUNG MARINES – SHOOTING REGULATIONS**

**The Young Marines Training Manual rules must be adhered to at all times.**

Only Young Marines that qualify according to the Young Marines Training Manual are authorized to compete. Young Marines will use .22 caliber rifles for the National Postal Match. Young Marines that have an NRA classification will be classified as indicated by submitting a copy of the NRA classification card. There will not be a High Master Classification for Young Marines. There will be only five (5) Young Marines on a team as indicated in the above rules. Individual Young Marines may enter as competitors. Young Marines will use the small-bore rifle targets.

Note: Additional shooting categories may be added as the Young Marines Training Manual is revised.

### **YOUNG MARINE RIFLE COURSE OF FIRE**

Three (3) rounds for Sighters.

|                   |           |            |
|-------------------|-----------|------------|
| Prone Position    | 10 rounds | 13 minutes |
| Sitting Position  | 10 rounds | 10 minutes |
| Kneeling Position | 10 rounds | 10 minutes |
| Offhand Position  | 10 rounds | 10 minutes |

### **INDIVIDUAL SCORE CLASSIFICATION**

|              |           |
|--------------|-----------|
| Master       | 385 - 400 |
| Expert       | 300 - 384 |
| Sharpshooter | 250 - 299 |
| Marksman     | 1 - 249   |

### **TEAM SCORE CLASSIFICATION**

|              |             |
|--------------|-------------|
| Master       | 1900 - 2000 |
| Expert       | 1500 - 1920 |
| Sharpshooter | 1250 - 1495 |
| Marksman     | 1 - 1249    |

### **INDIVIDUAL TROPHIES YOUNG MARINES**

1 Master  
1 Expert  
1 Sharpshooter  
1 Marksman

### **TEAM TROPHIES YOUNG MARINES**

1 Master  
1 Expert  
1 Sharpshooter  
1 Marksman

## **RIFLE TARGETS**

Special modified rifle targets can be purchased so that the rifle match can be fired from the 100-yard line.

## **PISTOL TARGETS**

The pistol targets to be used are the standard B-8 25-yard match targets as described in the National Pistol Rules. They are 10 X target with an X ring, 10 ring, and 9 ring within the "Bullseye." Detachments and Units that wish to obtain a catalog of official pistol and rifle targets may contact the following company or any company of their choice.

National Target Company  
PO Box 2152  
Rockville, MD. 20847-2152

Fax (301) 770-7892  
Phone (800)-827-7060

## **COMMITTEE**

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### **CHAIRMAN**

Scott Neff, P.O. Box 183610, Shelby Township, MI 48318 [scott.neff@marinemaddog.com](mailto:scott.neff@marinemaddog.com)  
Phone: 248-798-5776

### **COMMITTEE MEMBERS**

Norman F. Pfaff, 17892 Pointe Ct. Clinton Twp. MI 48033-4840 [Norjo2@yahoo.com](mailto:Norjo2@yahoo.com)  
Phone: 586-263-3448

Joseph Kier, 2201 Rebecca Dr. Hatfield, PA 19440 [cplkier90@gmail.com](mailto:cplkier90@gmail.com)  
Phone: 440-213-8031

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## PISTOL & RIFLE TEAM REGISTRATION FORM

Det/Unit: \_\_\_\_\_ Team Captain: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_ Date: \_\_\_\_\_

**Column No. 1** - Print full legal name (No Nick Names) **Column No. 2** - MCL ID No. Or Active Duty Serial Number **Column No. 3** - Pistol or Rifle used  
**Column No. 4**. Mark an X if first time Competitor **Column No. 5**. Do not Mark – For Official use only.

| <b>TEAM A.</b>        | <u><b>COLUMN<br/>NO. 1</b></u> | <u><b>COLUMN<br/>NO. 2</b></u> | <u><b>COLUMN<br/>NO. 3</b></u> | <u><b>COLUMN<br/>NO. 4</b></u> | <u><b>COLUMN<br/>NO. 5</b></u> |
|-----------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| 1.                    |                                |                                |                                |                                |                                |
| 2.                    |                                |                                |                                |                                |                                |
| 3.                    |                                |                                |                                |                                |                                |
| 4.                    |                                |                                |                                |                                |                                |
| 5.                    |                                |                                |                                |                                |                                |
| <u><b>TEAM B.</b></u> |                                |                                |                                |                                |                                |
| 1.                    |                                |                                |                                |                                |                                |
| 2.                    |                                |                                |                                |                                |                                |
| 3.                    |                                |                                |                                |                                |                                |
| 4.                    |                                |                                |                                |                                |                                |
| 5.                    |                                |                                |                                |                                |                                |
| <u><b>TEAM C.</b></u> |                                |                                |                                |                                |                                |
| 1.                    |                                |                                |                                |                                |                                |
| 2.                    |                                |                                |                                |                                |                                |
| 3.                    |                                |                                |                                |                                |                                |
| 4.                    |                                |                                |                                |                                |                                |
| 5.                    |                                |                                |                                |                                |                                |

# MARINE CORPS LEAGUE NATIONAL SCORECARDS

## MARINE CORPS LEAGUE NATIONAL POSTAL PISTOL MATCH

ONE SCORE SHEET MUST BE MADE OUT FOR EACH COMPETITOR

Name: \_\_\_\_\_ Email Address: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_, City: \_\_\_\_\_, State: \_\_\_\_\_,

Zip: \_\_\_\_\_, Det/Unit: \_\_\_\_\_, Date: \_\_\_\_\_

### ROUND 1

| ROUND | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | X'S | SCORE |
|-------|---|---|---|---|---|---|---|---|---|----|-----|-------|
| SLOW  |   |   |   |   |   |   |   |   |   |    |     |       |
| TIMED |   |   |   |   |   |   |   |   |   |    |     |       |
| RAPID |   |   |   |   |   |   |   |   |   |    |     |       |

X'S ROUND 1 \_\_\_\_\_ SCORE ROUND 1 \_\_\_\_\_

SCORER \_\_\_\_\_ COMPETITOR'S INITIALS \_\_\_\_\_

### ROUND 2

| ROUND | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | X'S | SCORE |
|-------|---|---|---|---|---|---|---|---|---|----|-----|-------|
| SLOW  |   |   |   |   |   |   |   |   |   |    |     |       |
| TIMED |   |   |   |   |   |   |   |   |   |    |     |       |
| RAPID |   |   |   |   |   |   |   |   |   |    |     |       |

X'S ROUND 2 \_\_\_\_\_ SCORE ROUND 2 \_\_\_\_\_

SCORER \_\_\_\_\_ COMPETITOR'S INITIALS \_\_\_\_\_

X'S ROUND 1 \_\_\_\_\_ SCORE ROUND 1 \_\_\_\_\_

X'S ROUND 2 \_\_\_\_\_ SCORE ROUND 2 \_\_\_\_\_

I CERTIFY THE ABOVE SCORES TO BE CORRECT.

COMMANDANT/UNIT COMMANDER \_\_\_\_\_ / \_\_\_\_\_

PRINT

SIGN

