



NOVEMBER 15-18

Krilling Range, Shelton Range, Parks Range

United States Army Marksmanship Unit ranges

MATCH BOOK

Welcome to the
MANEUVER CENTER
Home of the Armor and Infantry



#benningmultigun2018

benning.armymwr.com

 BenningMultiGun/



TABLE OF CONTENTS

Welcome.....	pg 4
Schedule of Events	pg 6
Post Information.....	pg 7
Gate Access.....	pg 9
Directions.....	pg 10
Food Vendors.....	pg 11
Safety and Rules.....	pg 13
Background Check	pg 18
Stages.....	pg 20
Squad Matrix.....	pg 36





WELCOME

Welcome Competitors,

Fort Benning's Directorate of Family and Morale, Welfare and Recreation and the United States Army Marksmanship Unit (USAMU) would like to welcome you to Fort Benning. We are looking forward to a great match and safe event. The competition has twelve stages designed to test your skills with every shot!

Please take the time to fully review the contents of this document. Our match is held on a Department of Defense Army installation and you need to be familiar with our installation access, firearms transportation and storage regulations.

We have food vendors at Krilling and Shelton Ranges starting at 0600 each day. Please support them so we can keep them coming back next year.

All shooters will take a trip to the prize table where we will have at least 46 firearms.

All proceeds from the match will benefit Fort Benning's Recreational Shooting Complex which serves Soldiers, their families and Veterans. The Recreational Shooting Complex offers rifle, pistol, trap and skeet shooting.

This match would not be possible without the tremendous support we receive from our sponsors. Our top sponsors are featured in this booklet; however, sponsorship does not imply endorsement by the Department of Defense, U. S. Army, U. S. Army Marksmanship Unit or Family and Morale, Welfare and Recreation

A good source for dining and hotel information in the Columbus area is provided at: <https://digitaleditions.glpublishing.com/Experience-Columbus-Fall-Winter-Visitor-Guide/>

Our longest shot will not exceed 350 yards, slugs 75 yards.
Shot Count: Rifle 151, Pistol 206 + spinner, Birdshot 160, Slugs 4.

Ammunition Shipments - You may ship your ammunition to the address below. Please use UPS only.

Recreational Shooting Complex
Coursen Range
C/O: Shooters Name
Bldg 2975 First Division Road
Fort Benning, GA 31905

James Shoemaker
Match Coordinator
james.g.shoemaker2.naf@mail.mil
706-681-6980

Shannon Beck
Sponsorship Coordinator
mary.s.beck4.naf@mail.mil
706-545-4499

Share your photos to our Facebook page with #benningmultigun2018



SCHEDULE OF EVENTS

Thursday, Nov 15 | Parks/Shelton/Krilling Ranges

9am-5:30pm: Stage walk through on all three ranges

9am-5pm: Registration and check-in at Krilling Range

noon-4:30pm: Confirm zero at Parks Range

Friday, Nov 16 | Parks/Shelton/Krilling Ranges

6am: Ranges open, food available

7am-UTC: Welcome/Safety Brief, Conduct Match

Saturday, Nov 17 | Parks/Shelton/Krilling Ranges

6am: Ranges open, food available

7am-UTC: Conduct Match

Sunday, Nov 18 | Parks/Shelton/Krilling Ranges

6am: Ranges open, food available

7am-3pm: Conduct Match

4pm: 60 Min after finish, awards ceremony, sponsor recognition, trophies, prizes

Match will start at safe light daily.

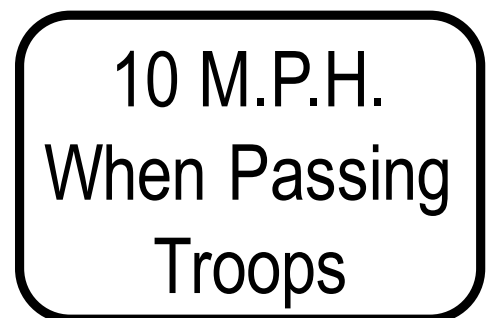
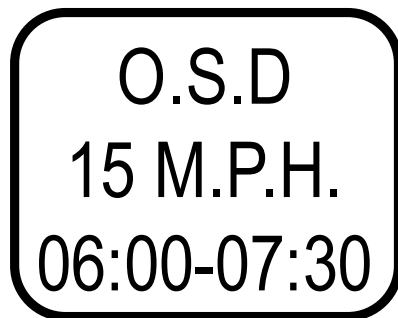




POST INFORMATION

SPEED LIMIT

Please be aware of speed limits while on Fort Benning. You will travel on roads that look like a freeway, where you would expect the speed to be 55mph, but it will only be 15-25mph depending on the time of day. There are areas throughout the entire installation that are 15 MPH from 5:30-7:30am daily, during operation slow down (OSD), including the road to Krilling Range. Any time you are passing Soldiers on foot, the speed limit is 10mph.



FIREARMS AND TRANSPORTATION

THERE ARE NO CONCEALED OR OPEN CARRY OF FIREARMS PERMITTED ON FORT BENNING. It does not matter who you are or what government agency you work for. You are NOT authorized to have a concealed or open carry weapon, unless you are carrying a letter from the Fort Benning Command that specifically gives you personal authorization.

Firearms may be temporarily transported in your vehicle to the Multi-Gun competition. Transportation must be from off-post/on-post hotel directly to the range and back off-post/on-post. You cannot go sightseeing on Fort Benning with a firearm in your vehicle.

Firearms must be transported in a case (gun socks not permitted), unloaded with ammunition stored separately from the weapon. Ammunition cannot be in the case with the firearm or within any pocket of the case. Firearms must not be visible from the exterior of the vehicle.

Under no circumstances may an uncased firearm be transported under or behind a seat or in a glove compartment, console, seat pouch or similar location. Firearms should be transported in the trunk of vehicles or in the backseat of trucks.

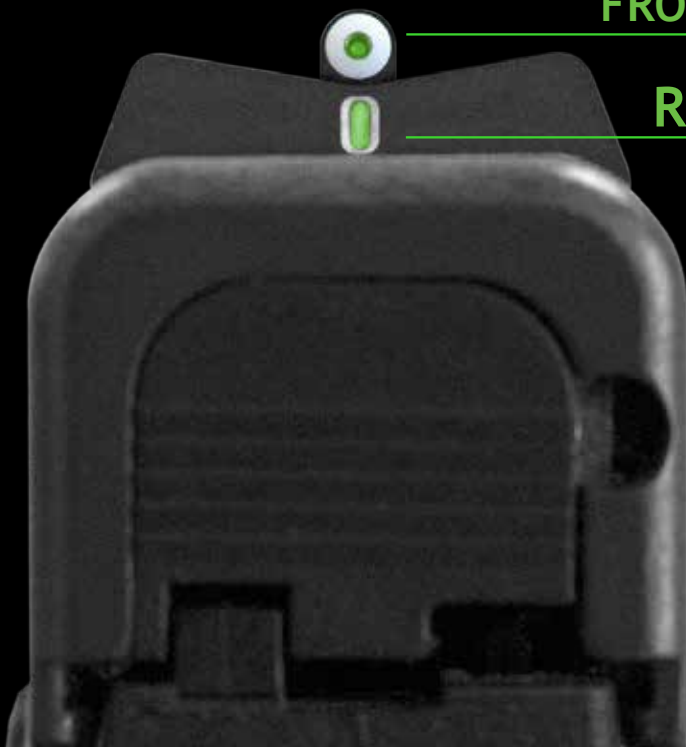
The link below is to MCoE Regulation 190-11, which covers Physical Security of Privately Owned Arms, Ammunition and Explosives. It is not necessary to read the regulation if you follow the information above.
https://www.benning.army.mil/garrison/dpw/emd/content/PDF/MCoE%20Reg%20190-11_11%20Aug%202014.pdf

If you do read the regulation, one thing that does not apply is the section on weapons registration. We have an exemption to the registration process for this competition. Any other time you visit Fort Benning, you will have to register your firearms prior to bringing them on the installation.

POST INFORMATION

GATE ACCESS TO FORT BENNING:

All visitors for this event must follow Fort Benning gate access procedures. Visitors to Fort Benning without a common access card (CAC card), Military ID, Military Dependent ID, or Automated Installation Entry Card need to arrive first at a Visitor Control Center (VCC) for a background check. The preferred gate or VCC to use when accessing the installation for this event is 8th Division Rd/Harmony Church Gate / VCC. This VCC is open 6am-2pm daily and the VCC at I-185 is open 24 hours a day. While attending this event, it is not necessary to register your weapons. It is important to leave all firearms and ammunition in your vehicles when checking in at the VCC or entering the gate.



FRONT

Large front sight
increases speed
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least amount
of the target,
encouraging the
shooter to focus
on the front sight.

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IDENTIFICATION REQUIRED TO RECEIVE ENTRY TO FORT BENNING

EVERYONE 18 AND OLDER MUST HAVE ONE OF THE IDENTIFICATION ON THE LIST BELOW AND HAVE A NATIONAL CRIME INFORMATION CENTER INTERSTATE IDENTIFICATION INDEX (NCIC-III) BACKGROUND CHECK TO ENTER FORT BENNING.

- State Drivers License
- U.S. Passport or U.S. Passport Card
- Personal Identification Verification Card issued by the federal government
- Personal Identification Verification-Interoperable Card issued by the federal government
- U.S. military ID
- Veterans Health Identification Card
- DHS Trusted Traveler Card
- Transportation Worker Identification Credential
- Merchant Mariner Card
- State Department driver's license
- Border Crossing Card (DSP-150)
- U.S. Certificate of Naturalization (Form N-550)
- Permanent Resident Card or Alien Registration Receipt Card (Form I-551)
- Foreign passport with a temporary (I-551) stamp or temporary (I-551) printed notation on a machine readable immigrant visa
- U.S. Refugee Travel Document with photo (Form I-571) or Re-enter Form (I-327)
- Employment authorization document that contains a photograph (Form I-766)

In the case of a non-immigrant alien authorized to work for a specific employer incident to status, a foreign passport with Form I-94 or Form I-94A bearing the same name as the passport and containing endorsement of the alien's non-immigrant status, as long as the endorsement has not yet expired and the proposed employment is not in conflict with any restrictions or limitations identified on the form.

U.S. military or draft record.

Native American Tribal Document.

Foreign government issued passport (INS Form 94).

The following is a list of other documents that can be used in conjunction with a nonvalid ID:

University, library or school identification card with a photograph, name and expiration date.

Nongovernment photo ID with person's name and address.

Birth certificate

Utility bill or documentation showing the person's name and address.

Vehicle registration.



DIRECTIONS

AS A REMINDER, WEAPONS ARE NEVER ALLOWED IN THE VISITORS CENTER FOR ANY REASON.

DIRECTIONS TO 8TH DIVISION ROAD AND KRILLING RANGE

- Take I-185 South to Exit 1A (Cusseta/Albany) US Hwy 27,
- Proceed 4.2 miles to the exit for 8th Division Rd Access Point on right
- Proceed through the checkpoint, after receiving pass and ID
- Take a right at the light and immediately get in left lane, 200 yards
- At the traffic light, take a left on Jamestown Rd.
- Proceed 1.4 miles to Krilling Range on the right.

DIRECTIONS TO 185 CHECKPOINT AND KRILLING RANGE

- Take I-185 South past Exit 1A/B. Be in the far left lane, and stop at the visitor's center if you do not have a pass.
- Proceed through the checkpoint for 2 miles, get in the left lane and veer left to East 1ST Division Rd.
- At the stop sign, take a left and go 3.7 miles to the first traffic light.
- Take a right on Jamestown Rd.
- Proceed 1.4 miles to Krilling Range on the right.

DIRECTIONS FROM COLUMBUS TO PARKS RANGE – AFTER YOU HAVE YOUR PASS

- Take I-185 South to the Access Control Point
- Proceed through checkpoint approx. 2 miles stay right
- Proceed 2 miles to first light
- Take left at light (Collins Loop) followed by immediate left on Alamo Road
- Parks Range will be to the right.

DIRECTIONS FROM COLUMBUS TO SHELTON RANGE – AFTER YOU HAVE YOUR PASS

- Take I-185 South to the Access Control Point
- Proceed through checkpoint approx. 2 miles stay right
- Proceed 2 miles to fifth light
- Take left at Michael St, followed by immediate right to Shelton Range

DIRECTIONS FROM KRILLING RANGE TO PARKS RANGE

- Take left on Jamestown Road, continue 1.4 miles to first light
- Take left on 8th Division Road (Becomes 1st Division Rd then Dixie Rd) continue 5 miles to 1st/first light
- Take left at light (Collins Loop) followed by immediate left on Alamo Road
- Parks Range will be to the right.

DIRECTIONS FROM KRILLING RANGE TO SHELTON RANGE

- Take left on Jamestown Road, continue 1.4 miles to first light
- Take left on 8th Division Road (Becomes 1st Division Rd then Dixie Rd) continue 6 miles to 5th/fifth light
- Take left at light (Michael St) followed by immediate right to Shelton Range
- Shelton Range will be to the right.

FOOD VENDORS



Krilling and Shelton Range,
6AM until Complete, November 15-17

Visit our three locations in Columbus, www.countrysbarbecue.com

BREAKFAST

Scrambled Eggs.....	\$2
Ham Biscuit.....	\$3
Sausage Biscuit.....	\$3
Egg Biscuit.....	\$3
Loaded Biscuit.....	\$4

(egg, meat & cheese)

LUNCH/DINNER

BBQ Brisket Plate.....	\$11
Chopped Pork Plate.....	\$9

(Plates served with baked beans and slaw)

Brisket Sandwich.....	\$9
Chopped Pork Sandwich.....	\$5
BBQ Chicken Sandwich.....	\$5
Frito Pie.....	\$9
Chips.....	\$1
Fresh Fruit (2ea).....	\$1
Tea.....	\$2
Water.....	\$1



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SAFETY & RULES

Based on: International Multi-Gun Association

1. SAFETY RULES

- a. Safety is the primary concern of all competitive shooting.
- b. Our match is run on a cold range: Competitor's firearms will remain unloaded at the match site except under the direction of a match official.
- c. You may handle unloaded firearms in any marked Safety area or within the confines of your vehicle. No ammunition may be handled in the safety area.
- d. Competitors may only handle their guns on a stage with the permission of or under the direction of the range officer.
- e. Long guns must be cased or carried with muzzle up or down, actions open, and removable magazines removed.
- f. Handguns must be cased or in the holster during transport outside of vehicles.
- g. No participants or spectators shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any participant found to be impaired and deemed unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- h. Eye protection is mandatory for participants, spectators & range personnel at the match site.
- i. Ear protection is mandatory for participants, spectators & range personnel while on or near a stage of fire.
- j. When abandoning a gun during the course of a stage, the muzzle must be pointed in a safe direction, with the safety on or completely empty. (Muzzle down in the barrel or bucket provided is a safe direction.)
- k. All competitor's guns must be semi-automatics or manually operated. No more than one round per trigger pull.

2. DISQUALIFICATIONS

- a. Match disqualifications and/or stage disqualifications will be decided by the Match Director.
- b. A negligent discharge is a DQ. It is defined as a discharge of a firearm in an unsafe direction AND/OR in which the projectile (bullet) strikes the ground within 3 meters of the competitor or range officer or outside the confines of the backstop.
- c. A person shall be disqualified for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.
- d. A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane (except while holstering, drawing, re- holstering a pistol, or slinging/unslinging an empty long gun).
- e. A participant shall be disqualified for unsportsmanlike conduct which includes, but is not limited to cheating,

such as: altering targets, scoresheets, changing firearms configurations, or pre-meditatively failing to engage targets to gain an advantage.

f. A participant shall be disqualified for unsafe gun-handling. This includes, but is not limited to: handling a gun while people are downrange, handling a gun on a stage without permission of the range officer, abandoning a gun in an unsafe direction or in an unsafe manner, pointing a gun in an unsafe direction, or discharging a gun during the load and make ready or preloading process.

g. ALL disqualifications and re-shoots will be issued by the Match Director.

3. SPORTSMANSHIP & CONDUCT

a. Participants and spectators are expected to conduct themselves in a courteous, sportsman-like manner at all times. Disputes will be handled promptly and fairly by the Match Director.

b. Violation of magazine/ammunition limitations in Tactical Class will result in the shooter being placed in the most restricted class the equipment fits for the entire match or Match Disqualification, at the discretion of the Match Director.

c. RO's will assess additional "unsportsmanlike conduct" penalties to competitors that intentionally fail to make a good faith effort to engage AND HIT targets in order to gain advantage.

d. Coaching by other competitors is discouraged and spotting is NOT allowed and is considered "unsportsmanlike conduct."

e. The Match Director shall be the final arbiter of any such penalties.

f. For any controversy not precisely described in these rules, the "spirit of the rules" will be applied to settle the matter. The "spirit of the rules" is a fair and equitable opportunity for all the competitors to demonstrate their skills. In the Spirit of 3- Gun, we ask all competitors to apply the "Spirit of the Rules" to their conduct and shooting plans as well.

4. EQUIPMENT

a. All firearms used by competitors should be serviceable and safe. If a competitor's firearm becomes unserviceable during competition, he may replace his/her firearm with approval of the Match director or designee.

b. A "firearm" system consists of a specific caliber, receiver, barrel, and stock and sighting system combination. The same firearm system, for each gun, must be used during the entire match. c. The shotgun barrel and magazine tube shall not be



SAFETY & RULES (CONT)

used during the entire match.

c. The shotgun barrel and magazine tube shall not be changed for the entire match.

d. Factory configuration is meant to include firearms able to be purchased by the general public and not experimental.

e. Tracer, armor piercing or steel jacketed (even partially) ammunition is not allowed. Your projectiles must NOT stick to a magnet!

f. Minimum requirements are: rifle .223 Remington (5.56 NATO), pistol 9mm Luger, shotgun 20 gauge

g. Handgun holster must be capable of retaining the handgun during the vigorous movement that may be required or otherwise encountered during the course of fire. It must allow the competitor to safely draw and re-holster the handgun without causing the muzzle to point in an unsafe direction at any time. It must completely cover and protect the handgun's trigger guard. The competitor shall use the same handgun holster for the duration of the match.

h. Spare ammunition, magazines, speed loaders and other equipment must be secured in pouches, pockets and/or carriers on the competitor's person or firearm.

i. The competitor may not abandon any equipment during the course of fire except detachable magazines, speed loaders or ammunition clips.

j. Any competitor in any class may use/may be required to use a sling.

CLASSIFICATIONS

5. OPEN DIVISION – There is no limit on accessories.

a. Shotgun speed loaders must have the primer relief cut.

6. TACTICAL OPTICS AND LIMITED DIVISIONS

a. Firearms must be of factory configuration.

b. Pistols with custom or factory installed electronic sights, optical sights, extended sights, compensators or barrel porting are NOT allowed in this class. Pistol magazines shall not exceed 170mm overall length for single stacks, and shall not exceed 140mm OAL for staggered magazines.

c. No rifle external supporting devices are allowed in this class. (i.e. bipods, vertical foregrips that are rested on ground or props, cinched mags or mag pads/additions designed to enlarge the footprint of a single mag that are rested on the ground or props) There are NO "beta/C" or drum mags allowed in this class. Only traditional double stack mags allowed. (Cinched mags must be offset a minimum of 2 inches to avoid being considered an external supporting device.) There are no compensators bigger than 1" in diameter and 3" long (muzzle to end of comp) allowed in this class.

Tactical Scope – may have one optical(glass) sight. Limited – MAY have a 1X ONLY sight as long as there is only one sighting plane on the gun. i.e. 1X and backup irons on the top, no offset irons or 1X. Variable power scopes are NOT allowed in this class.

d. No electronic or optical(glass) sights are allowed on shotguns in this class. No shotgun supporting devices (i.e. bipods) are allowed in this class. No compensators or porting on barrels are allowed on shotguns in this class. No shotgun speed loaders, or removable mags are allowed on shotguns in this class. No shotgun in limited class may start a stage with more than 9 rounds total in the shotgun; no more than 8 rounds for an empty chamber start.

7. HEAVY DIVISION

a. All firearms in this class must meet the limited rules with the following differences:

b. All handguns must be .45 ACP or .45 GAP (.44 Magnum is also acceptable). Pistol magazines may not be loaded with more than ten (10) rounds.

c. Rifles must be .308 or 30.06. Rifle magazines in Heavy Class shall not be loaded with more than twenty (20) rounds.

d. Supporting devices for rifle ARE ALLOWED in Heavy.

e. Heavy Optics- may have one optical (glass) sight.

d. Shotguns in this class must be 12 gauge only, pump action.

8. SCORING

a. Scoring per stage will be straight time plus penalties.

b. Any cardboard target, designated as a "shoot" target must have either one(1) "A" or "B" hit OR two(2) hits anywhere inside the scoring perforations on the target (i.e. minimum 2"D" hits) to avoid a penalty.

c. Example of scoring and penalties on paper targets:

- One "A or B" zone hit = no penalty.

- Two hits in any combination "C or D" = no penalty.

- One "C or D" hit only = 5 second penalty(Failure to neutralize).

- No hits on the target but target was engaged = 10 second penalty(miss).

- Target Not Engaged (TNE) = 10 second penalty for no hits on the target, plus 5 seconds for the TNE procedural for a total of a 15 second penalty. This TNE penalty in not to be used for premeditated skipping of targets, but for inadvertent missed targets only. Premeditated/Intentional nonengagements fall under 3c and 2e.

d. Paper targets used in the match may be IPSC(old style), the new IPSC "Classic", SOF, IDPA targets, ½ size targets or anything similar.



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SAFETY & RULES (CONT)

e. Designated "No Shoot" targets that are hit will incur a 5 second penalty for each hit.

f. Steel knock-down targets must fall to score. The targets should fall or indicate with the following:

Pistol targets – 9mm with factory ammo

Rifle Targets – AR15 type rifle with 5.56NATO or .223 Remington factory ammo.

Shotgun Targets – 12 gauge Shotgun with 3 dram/ 1 1/8 oz load of #6 or #7.5 shot

g. Frangible targets must break to score. (On static targets, one BB hole or chip is a break. Aerial frangible targets must have a visible piece break off.)

h. Swinging style flash targets must be struck solid enough to cause the hidden "flash card" to be visible to the RO. RO may call hits.

i. Engaging a frangible, knock-down or swinging style target but not breaking it, knocking it down or causing the target to react will result in a 10 second penalty per target. (Exception: missing an aerial frangible target will result in a 5 second FTN penalty)

j. Failure to engage a frangible (including aerial), knock down or swinging style target will result in a 15-second penalty.

k. Procedural penalties, 5 seconds, may be assessed for failing to follow stage procedures. Multiple procedurals may be assessed depending on the infraction.

l. Failures to engage that are NOT due to forgetfulness or running out of time, but are rounds sent downrange or not even fired with no real attempt to hit the target will be assessed a higher, poor sportsmanship FTE penalty. These penalties can range from 30 seconds upwards, and for severe offenses may even receive a stage or match DQ.

m. Stage Not Fired (SNF) penalty: Competitor shall receive zero (0) match points for each such stage.

n. Special scoring rules may be designated for a particular stage. They will be clearly stated within the stage briefing by the RO's.

o. FBMG reserves the right to impose higher penalties for designated high value targets.

p. Hitting a non-slug/rifle designated steel target with a slug/rifle round will be assessed a 30 second penalty as well as a \$100 fine.

q. A Maximum Time shall be established for each stage (150 seconds unless otherwise noted.) Upon failure to complete the stage within the maximum time, the shooter shall be stopped by the RO and assessed a stage time equal to last shot fired plus all applicable penalties. (Maximum time plus penalties may be assessed in certain circumstances.)

9. STAGE POINTS

a. First Place (lowest total time) for each stage, in each class, will receive 100 points. Second place and below will receive points on a percentage basis of the 100 points from the 1st place time. (We reserve the right to change scoring method for a specific stage, but the scoring method would be explained in the stage briefing.)

b. Open, Limited Scope, Limited Iron, Heavy will all be scored as separate classes.

c. Total Points accumulated for all stages will determine the match placement by class.

d. Ties will be broken by an undisclosed Tie Breaker Stage designated by the Match Director.

e. Highest score wins

GRUNT STYLE

US

1776

GS

THIS WE'LL DEFEND



BACKGROUND CHECK

ABOUT THE NCIC III BACKGROUND CHECK

Per Homeland Security Presidential Directive 12 and MCoE Regulation 190-13, all visitors and un-cleared contractors desiring unescorted access to Fort Benning, must be vetted through the National Crime Information Center Interstate Identification Index. NCIC III is the Army's baseline background check for entrance onto Army installations for Non-Common Access Card (CAC) holders.

This background check is required for all visitors to the installation ages 18 and above wanting unescorted access. All persons ages 18 and over must present a valid picture identification card for access to the installation. Valid picture identification includes government-issued identification such as a drivers license, state identification, DD Form 1173 (Uniformed Services Identification and Privilege Card), DD Form 2 series or a passport issued by an authoritative agency (state/federal). Personnel under the age of 16 will not have a NCIC-III check conducted.

The Installation Commander will, in the absence of an approved waiver, deny un-cleared contractors, subcontractors and visitors unescorted access to the installation based on the results of the NCIC III check that contains credible derogatory information indicating the individual may present a threat to good order, discipline, or health and safety on the installation.

SUCH DEROGATORY INFORMATION INCLUDES, BUT IS NOT LIMITED TO THE FOLLOWING:

1. The NCIC III contains criminal arrest information about the individual that causes the Installation Commander to determine that individual presents a potential threat to the good order, discipline, or health and safety on the installation.
2. The installation is unable to verify the individual's claimed identity based on the reasonable belief that the individual has submitted fraudulent information concerning his or her identity in the attempt to gain access.
3. The individual has a current arrest warrant in NCIC, regardless of the offense or violation.
4. The individual is currently barred from entry or access to a federal installation of facility.
5. The individual has been convicted of crimes encompassing sexual assault, armed robbery, rape, child molestation, production or possession of child pornography trafficking in humans, drug possession with the intent to sell or drug distribution.
6. The individual has a US conviction for espionage, sabotage, treason, terrorism or murder
7. The individual is a registered sex offender.
8. The individual has a felony conviction within the past 10 years, regardless of the offense or violation.
9. The individual has been convicted of a felony firearms or explosives violation.
10. The individual has engaged in acts or activities designed to overthrow the U.S. Government by force.
11. The individual is identified in the Terrorist Screening Database (TSDB) as known to be or suspected of being a terrorist or belonging to an organization with known links to terrorism or support of terrorist activity.
12. In cases where an un-cleared contractor, subcontractor or visitor is denied access based on derogatory information obtained from an NCIC or NCIC III check, personnel at the Access Control Point or Visitor Control Center will issue the denied individual instructions on how and where to submit a waiver.

For more information on waivers, refer to Sections 3-7 and 3-8 in MCoE Regulation 190-13, available at www.benning.army.mil/GateInfo/



Bay - 1 Stage - 1

Stage Name:

Bleeding Thumb

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing outside of the ORANGE Start Box, toes on rear fault line. Pistol is Loaded and holstered. Shotgun Loaded, on Safe, held at Port Arms.

Stage Procedure: Upon start signal, engage targets as they become available within the appropriate colored shooting area only. Green and White Targets are Pistol Optional. Pistol may only engage targets from the "Pistol Boxes".

Abandoning Conditions: Safety Engaged or Chamber Empty. Shotgun must be abandoned in a Barrel if choosing to use pistol.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets: 8 - Clay 48 - Steel Plate

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

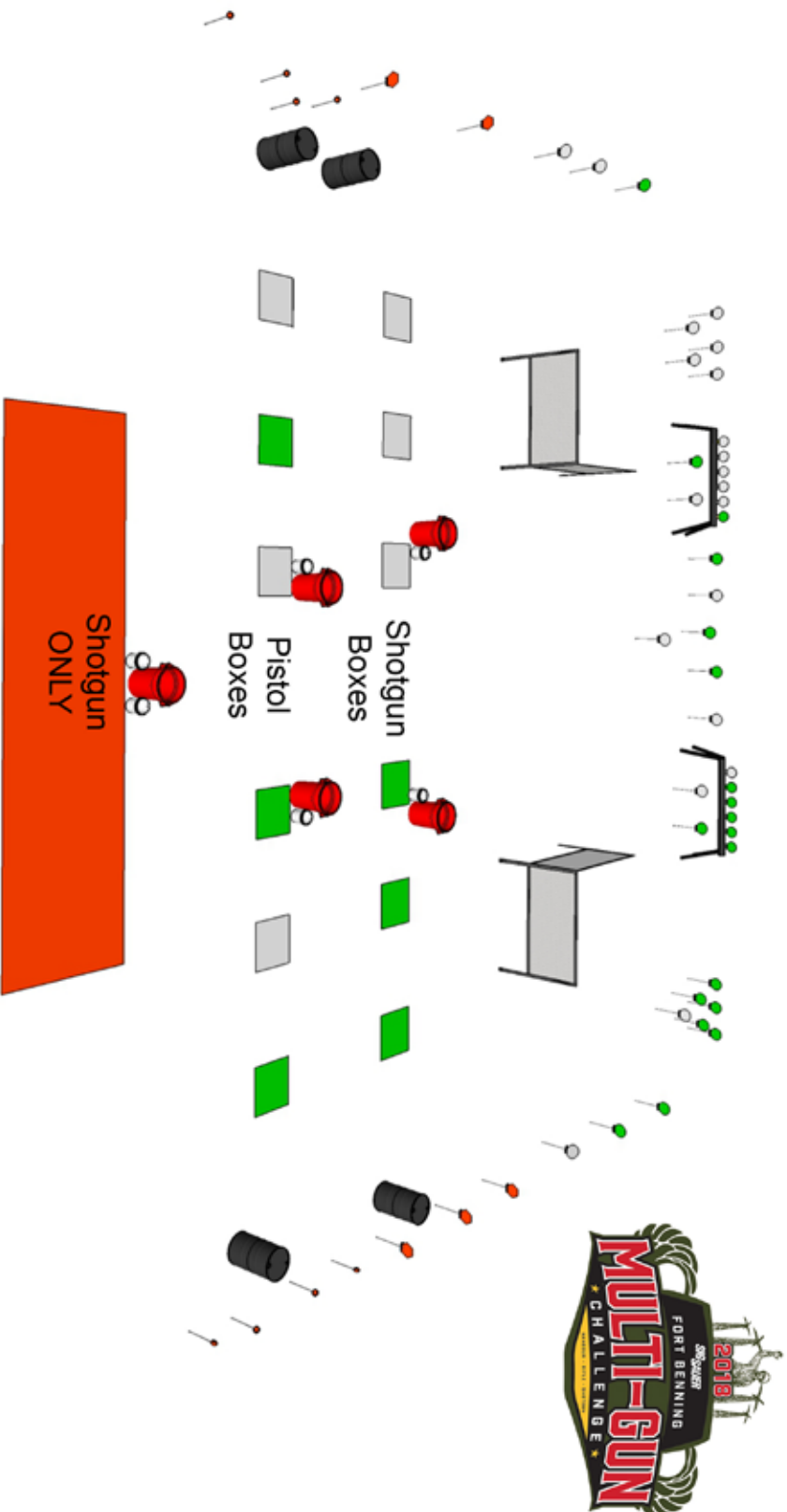
Start: Audible **Stop:** Last shot

Orange Steel - Shotgun Birdshot

White Steel - Shotgun Birdshot or Pistol

Green Steel - Shotgun Birdshot or Pistol

5 Second Per Target procedural for engaging / neutralizing target from the incorrect box.



Shotgun
Pistol

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Bay - 2 Stage - 2

Stage Name:

Far Beyond Driven

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing completely outside of the Start Box. Pistol is loaded and holstered. Shotgun is Loaded, on Safe, on the Pick Up Table.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Start Box is a part of the Shooting Area.

Abandoning Conditions: Safety Engaged or Chamber Empty. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

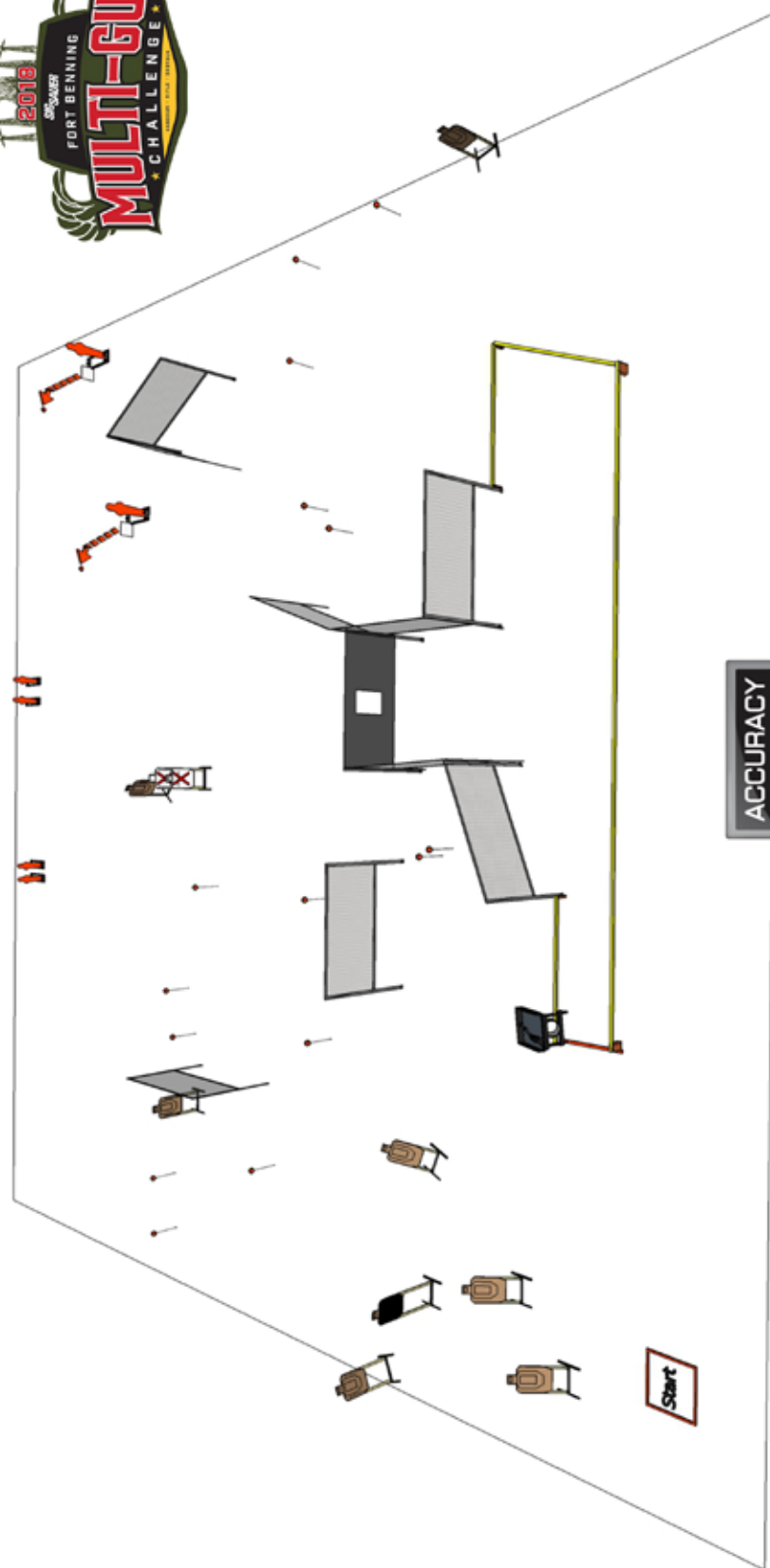
Targets: 8 - Paper 17 - Clay
2 - 42" Popper 4 - 28" Mini Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Pistol
Orange Steel, Clays - Shotgun Birdshot
White Paper - Penalty / No Shoot



Shotgun
Pistol



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SIGSAUER®

Bay - 3 Stage - 3

Stage Name:

No Mercy

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing outside of the shooting area, toes on rear fault line. Pistol is loaded and holstered. Rifle, if used, held at Low Ready, Aimed at Aim Point. Shotgun Loaded, on Safe, on Pick Up Table.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Stomp Pad must be activated before engaging Drop Turners.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle / Shotgun must be abandoned in a Barrel. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets: 11 - Paper 13 - Clay
2 - Steel Plate

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

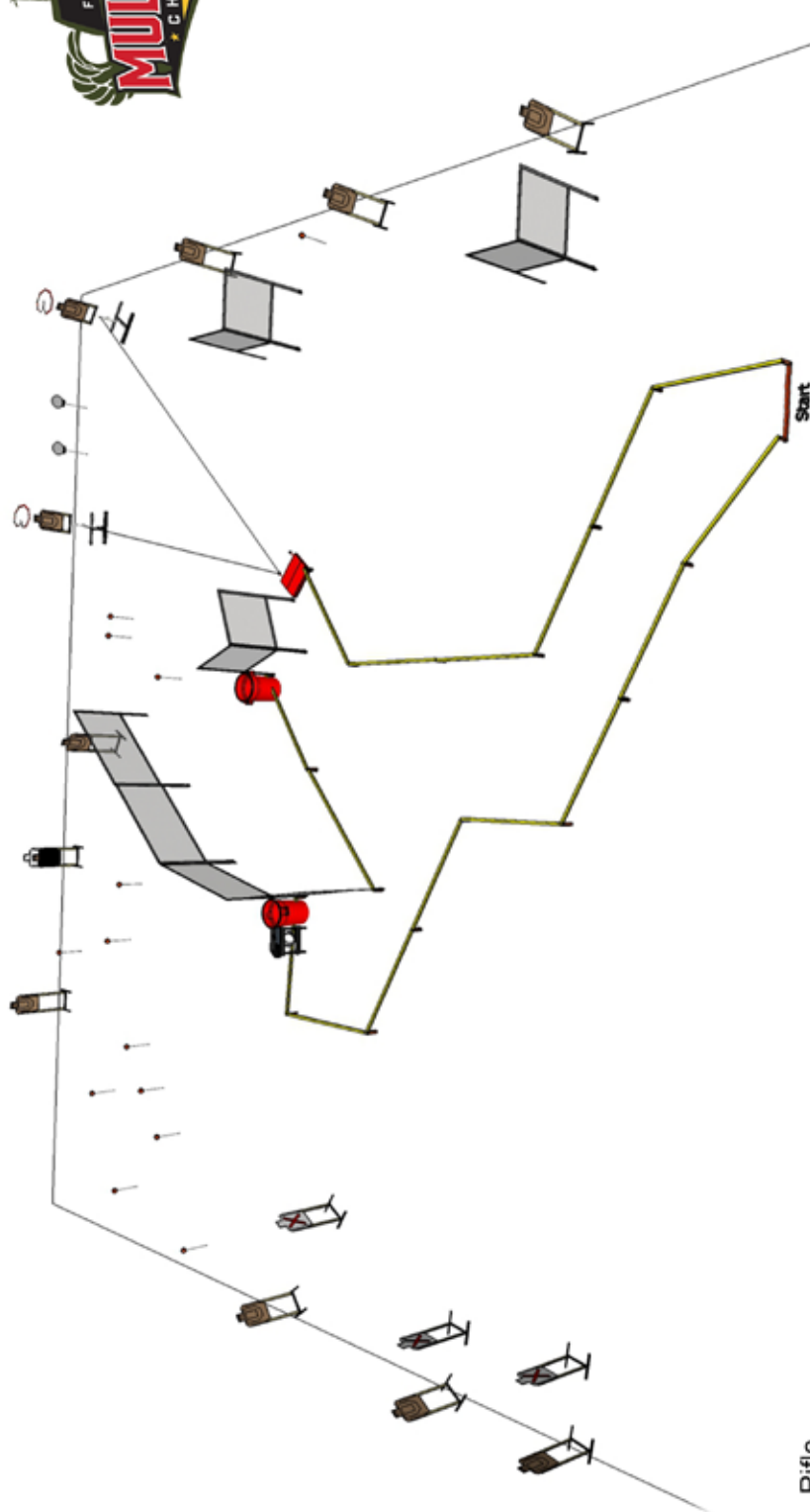
Paper - Rifle, Pistol

White Steel - Pistol, Shotgun

Orange Steel, Clays - Shotgun Birdshot

White Paper - Penalty / No Shoot

15 Second Procedural for not engaging Drop Turning Target, or engaging before activating Stomp Pad (Per Target). FTN Penalty applies to Drop Turning Targets.



Rifle
Shotgun
Pistol

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Bay - 4 Stage - 4

Stage Name:

Believe My Word

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



STRATEGIC MATCH DESIGN

180 Parallel to Back Berm

Start Position: Standing outside of the shooting area, toes on Orange Start Line. Pistol is loaded and holstered. Shotgun Loaded, on Safe, on 1st Pick Up Table. Rifle Loaded, on Safe, on 2nd Pick Up Table.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice.

Abandoning Conditions: Safety Engaged or Chamber Empty. Shotgun must be abandoned in a Barrel. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets 14 - Paper 8 - Clay 5 - Steel Plate

1 - 28" Mini Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

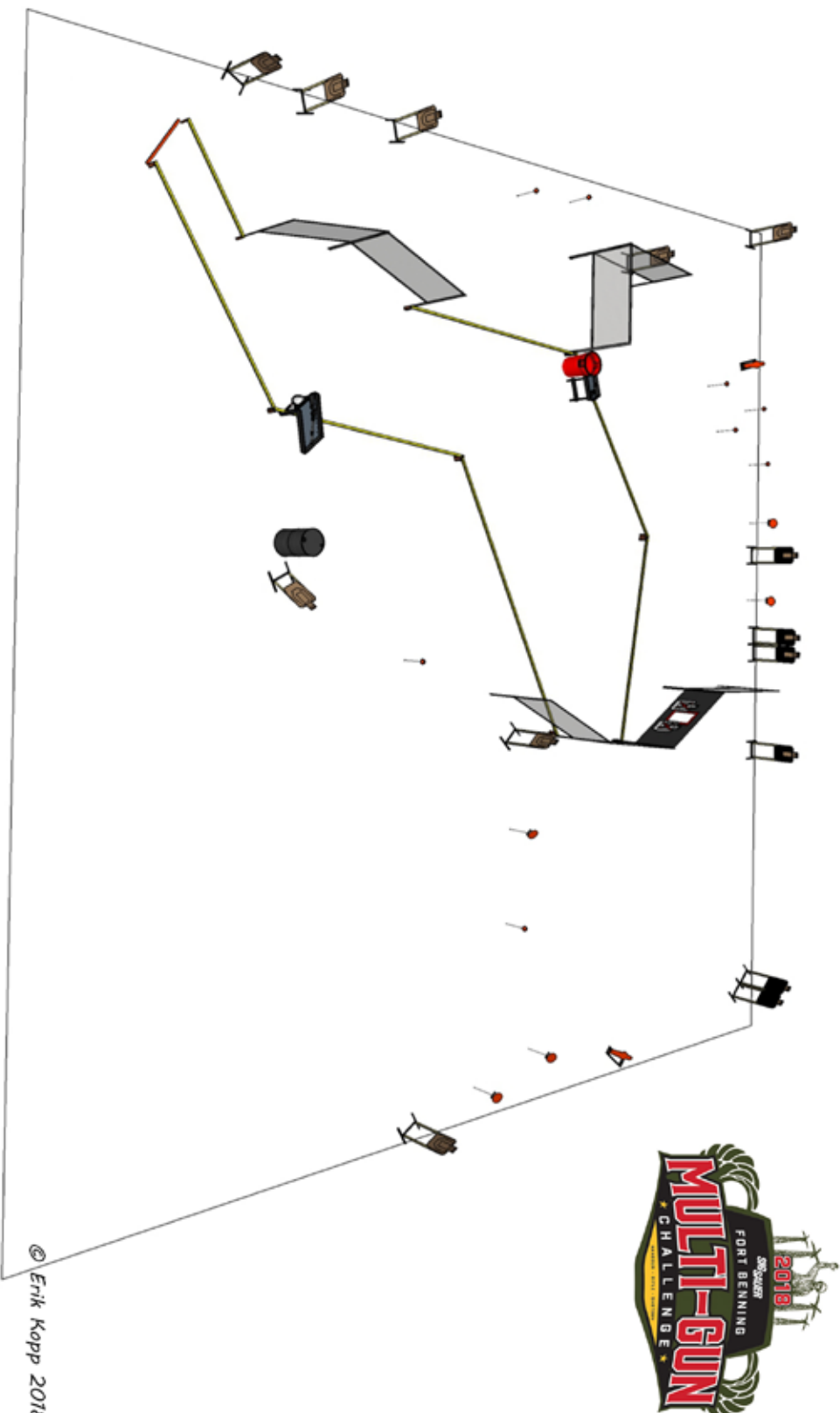
Start: Audible

Stop: Last shot

Paper - Rifle, Pistol

Orange Steel, Clays - Shotgun Birdshot

White Paper - Penalty / No Shoot



© Erik Kopp 2018

Rifle
Shotgun
Pistol

Bay - 5 Stage - 5

Stage Name:

I Can't Forget You

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing outside of the shooting area, toes on Rear Fault Line. Pistol is UnLoaded and holstered. Shotgun held at Low Ready, Aimed at either Orange Aim Point at Base of Walls. Rifle Loaded, on Safe, in Dump Barrel of Choice in 1st Shooting Area.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Pistol may not be used / loaded until after passing OVER the wall.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle / Shotgun must be abandoned in a Barrel.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets: 13 - Paper 4 - Clay
13 - Steel Plate 2 - 42" Popper
6 - 28" Mini Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

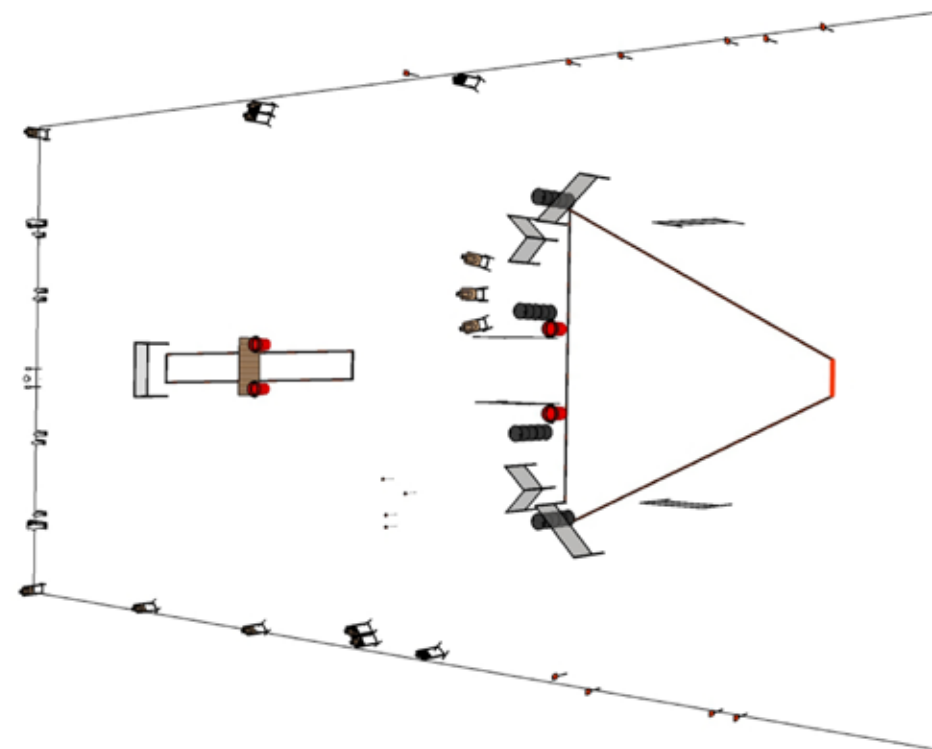
Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol, Slug

White Steel - Pistol

Orange Steel, Clays - Shotgun Birdshot

White Paper - Penalty / No Shoot



Rifle
Shotgun
Pistol

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Bay - 6 Stage - 6

Stage Name:

Hot Topic

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



STRATEGIC MATCH DESIGN

180 Parallel to Back Berm

Start Position: Standing anywhere completely outside of the shooting area, behind the rear fault line. Pistol is loaded and holstered. Rifle held at Low Ready, Aimed at Aim Point. Shotgun Loaded, on Safe, in 1st Dump Barrel.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle / Shotgun must be abandoned in a Barrel.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets: 16 - Paper 5-Clay 5 - Steel Plate
6 - 28" Mini Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol, Slug

White Steel - Pistol

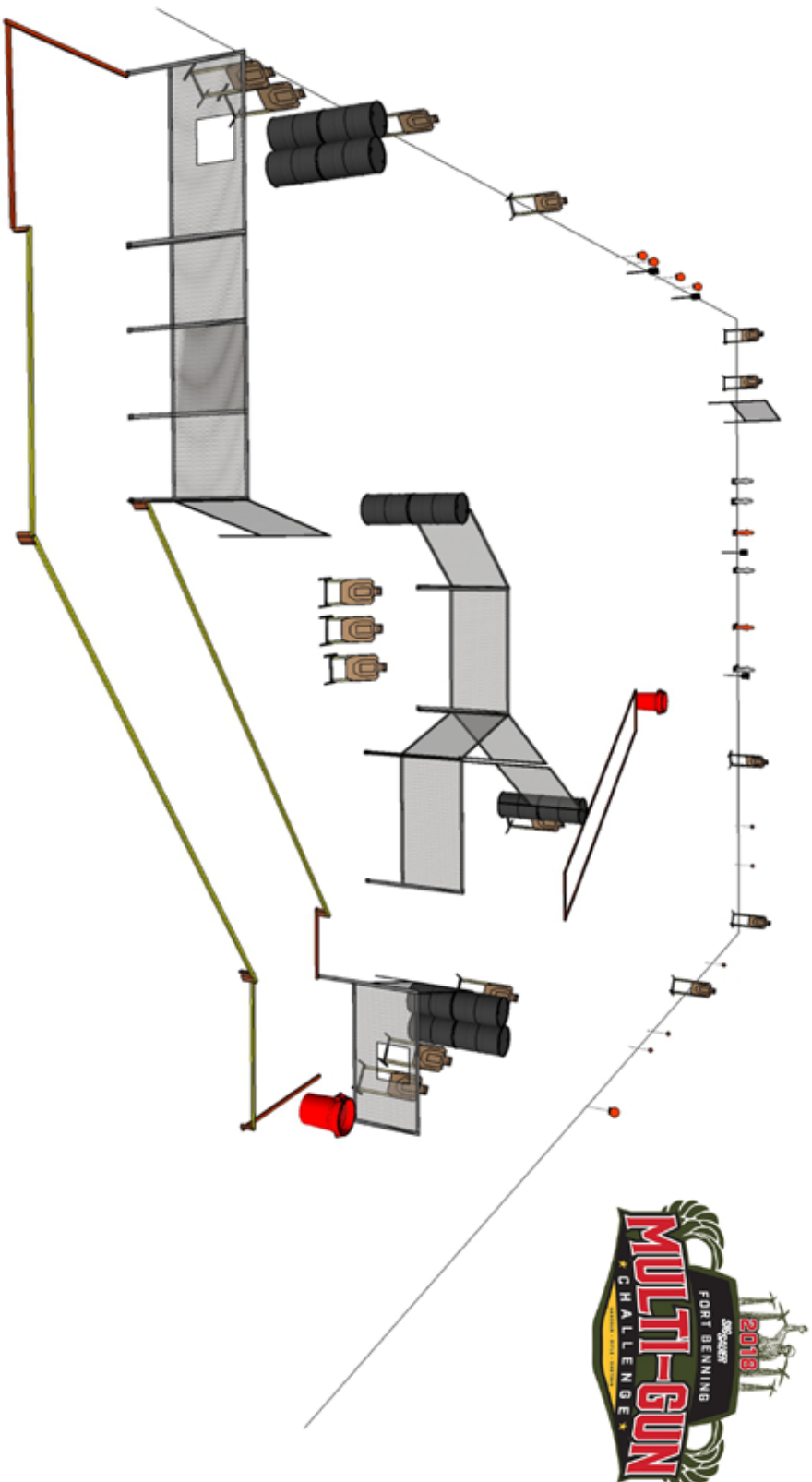
Orange Steel, Clays - Shotgun Birdshot

White Paper - Penalty / No Shoot

Black Steel - No Penalty / No Score

Rifle
Shotgun
Pistol

Start



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Bay - 7 Stage - 7

Stage Name:

Black Label

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing inside of the either Start Box. Pistol is loaded and holstered. Rifle held at Low Ready, Aimed at Orange Aim Point on Wall Base. Shotgun Loaded, on Safe, on Pick Up Table.

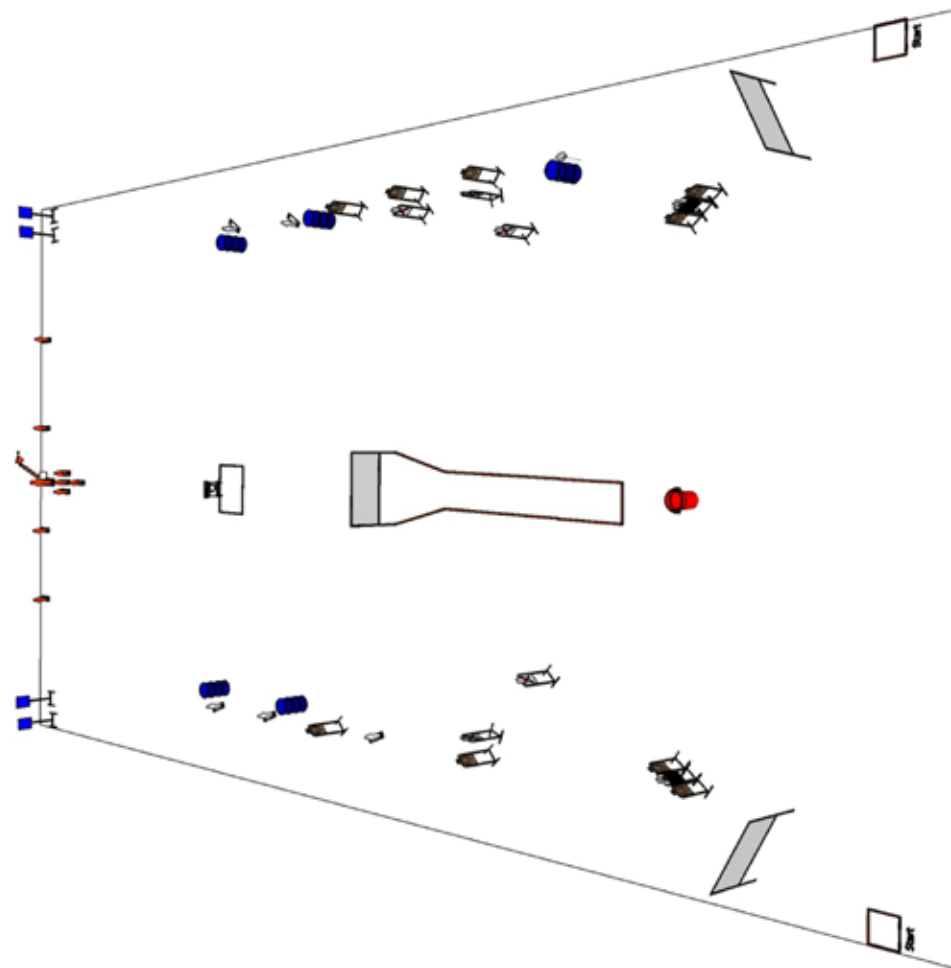
Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Blue Rifle Steel may only be engaged from Start Boxes.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle must be abandoned in a Barrel. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Blue Rifle Steel may ONLY be engaged from the 2 START Boxes.



Targets: 11 - Paper 1 - Clay 1 - Steel Plate
1 - 42" Popper 13 - 28" Mini Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol

White Steel - Pistol

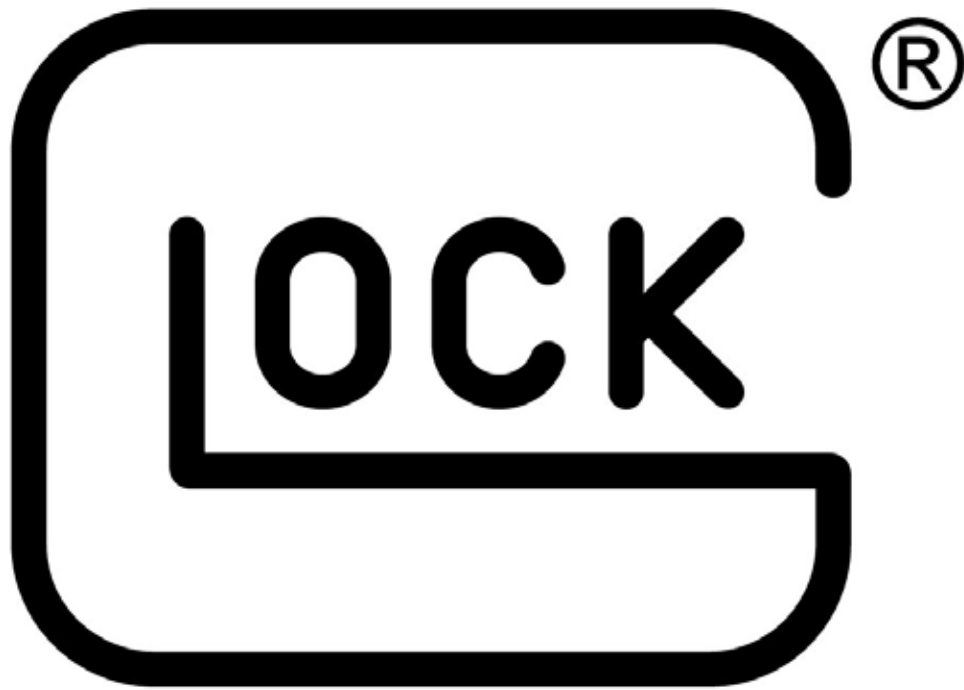
Orange Steel, Clays - Shotgun Birdshot

Blue Steel - Rifle ONLY

White Paper - Penalty / No Shoot

Rifle
Shotgun
Pistol

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PERFECTION

Bay - 9 Stage - 8

Stage Name:

Dig

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

180 Second Par Time/Limit.

Start Position: Standing inside of the shooting area, toes on marks. Shotgun Loaded, on Safe, Held at Low Ready, Aimed at Aim Point. Rifle Loaded, on Safe, on Pick Up Table. Pistol is Staged in Pistol Pick Up Bucket.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle / Shotgun must be abandoned in a Barrel.

Scoring: Time plus penalties.

Targets: 9 - Paper 7 - Clay 21 - Steel Plate
1 - 42" Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible

Paper - Rifle, Pistol

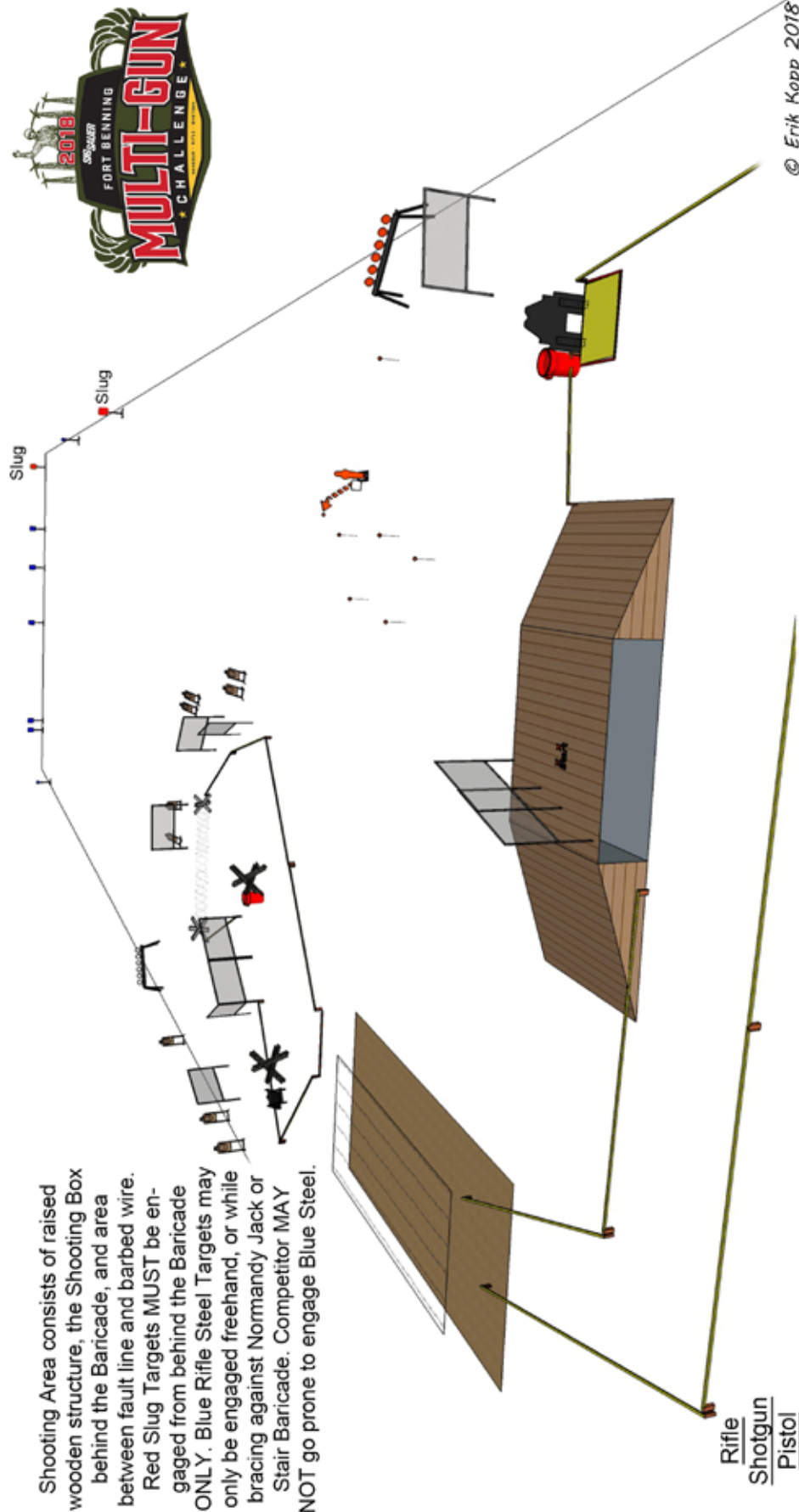
White Steel - Pistol

Orange Steel, Clays - Shotgun Birdshot

Blue Steel - Long Range Rifle ONLY

Red Steel - Shotgun Slug ONLY

White Paper - Penalty / No Shoot



Shooting Area consists of raised wooden structure, the Shooting Box behind the Baricade, and area between fault line and barbed wire. Red Slug Targets MUST be engaged from behind the Baricade ONLY. Blue Rifle Steel Targets may only be engaged freehand, or while bracing against Normandy Jack or Stair Baricade. Competitor MAY NOT go prone to engage Blue Steel.

Bay - P1 Stage - 9

Stage Name:

No More Tears

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



STRATEGIC MATCH DESIGN

180 Parallel to Back Berm

Please pay close attention to shooting area designated by orange paint! You may NOT leave the shooting area! Use caution around drop off and wall supports.

Start Position: Standing inside of the Start Box. Pistol is loaded and holstered. Shotgun Loaded, on Safe, on 1st Pick Up Table. Rifle UN-Loaded, attached to body with a sling.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Start Box is NOT a part of the Shooting Area.

Abandoning Conditions: Safety Engaged or Chamber Empty. Shotgun must be abandoned in a Barrel. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

Targets: 9 - Paper 8- Steel Plate

7 - 28" Mini Popper 4 - Flasher
3 - Auto Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Pistol

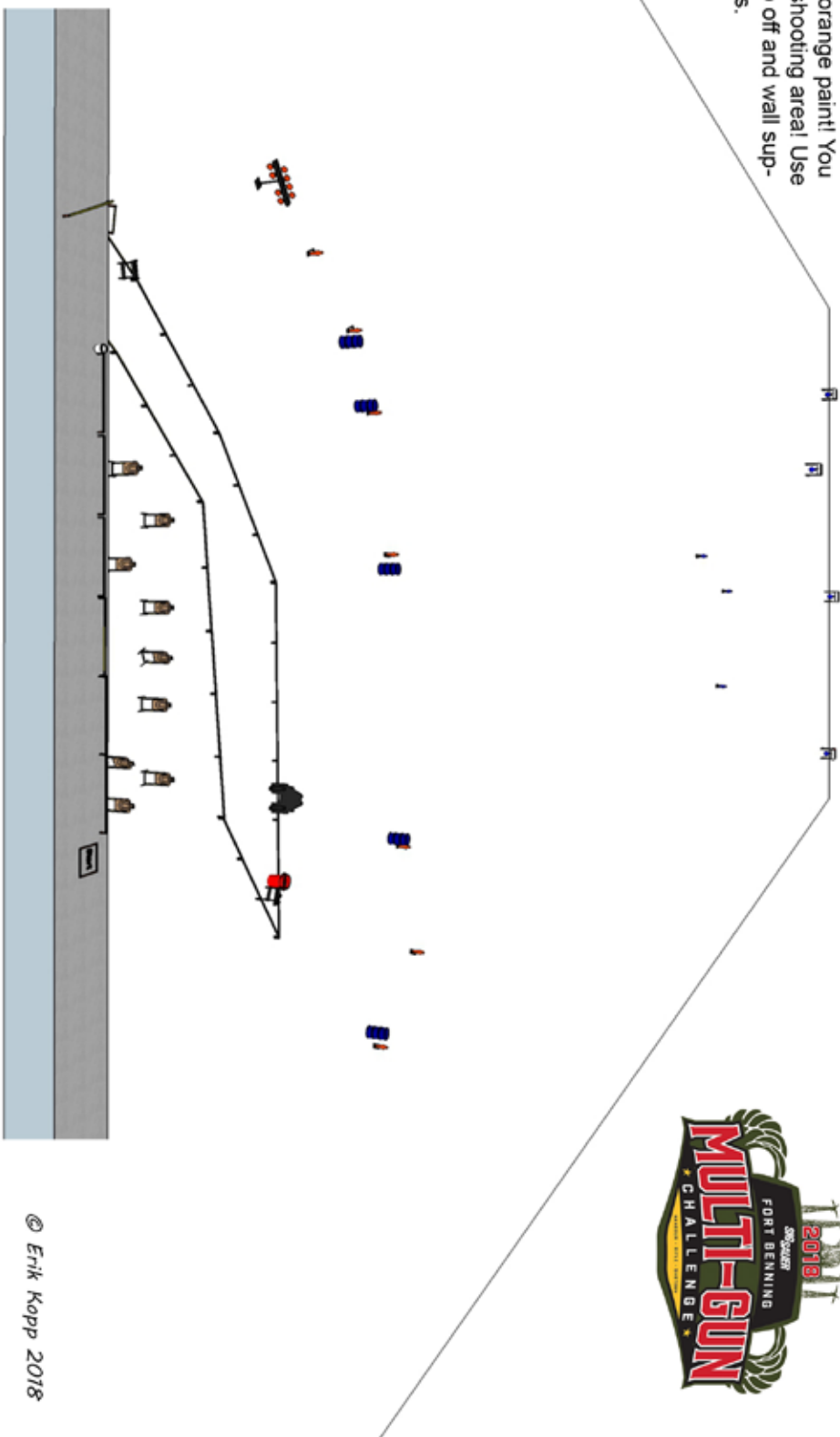
Orange Steel - Shotgun Birdshot

Blue Steel - Rifle ONLY

White Paper - Penalty / No Shoot



Rifle
Shotgun
Pistol



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Bay - S1 Stage - 10

Stage Name:

Nomadic

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing inside of Box A. Pistol is loaded and holstered. Shotgun Loaded, on Safe, held at Low Ready, Aimed at Orange Aim Point at Base of Wall. Rifle Loaded, on Safe, on Pick Up Table.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice. Box A is NOT a part of the shooting area!

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle / Shotgun must be abandoned in a Barrel.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

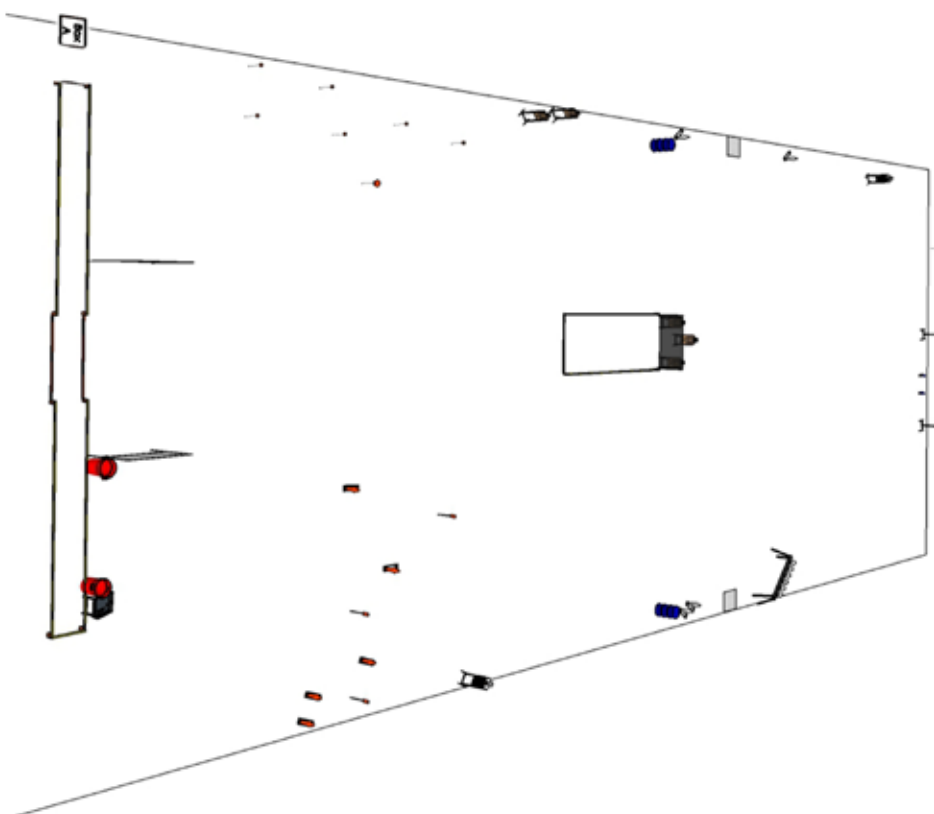
Targets: 7 - Paper 6 - Clay 12 - Steel Plate
9 - 28" Mini Popper 2 - Auto Popper

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol, Slug
White Steel - Pistol
Orange Steel, Clays - Shotgun Birdshot
Blue Steel - Rifle ONLY
White Paper - Penalty / No Shoot



Rifle
Shotgun
Pistol

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Bay - S2 Stage - 11

Stage Name:

Deep Six

Course Design: Erik Kopp
Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

If competitor chooses to Stage the Rifle, but NOT to use the Rifle, it must still be picked up and then grounded in dump barrel of choice. Competitor CAN NOT move down range of a Loaded / Staged Rifle.

If competitor chooses to NOT stage a rifle, Shotgun may be staged on either pick up table.

Start Position: Standing outside of the shooting area, toes on Rear Fault Line. Pistol is loaded and holstered. Rifle, if used, Loaded, on Safe, on 1st Pick Up Table. Shotgun Loaded, on Safe, on the 2nd Pick Up Table (Shotgun may be staged on either Pick Up Table if electing to not stage Rifle).

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice.

Abandoning Conditions: Safety Engaged or Chamber Empty. Rifle must be abandoned in a Barrel. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

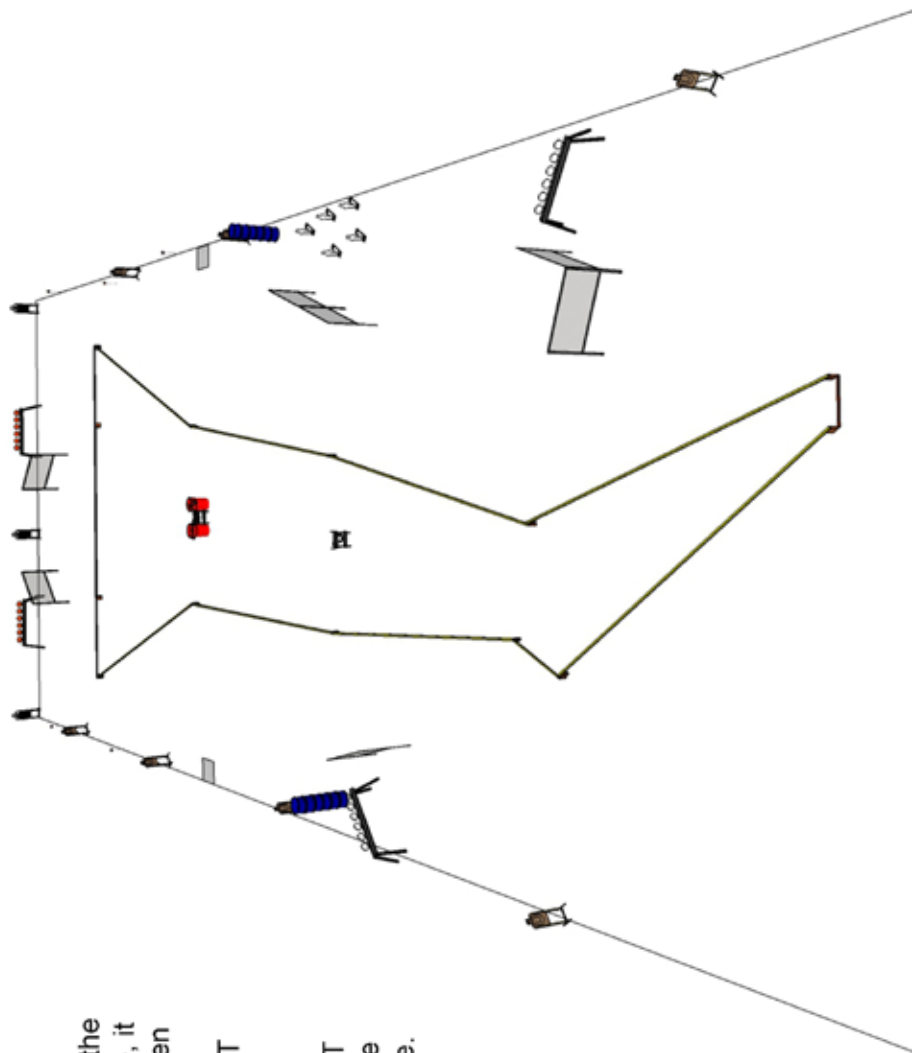
180 Second Par Time/Limit.

Targets: 10 - Paper 5 - Clay
24 - Steel Plate 5 - 28" Mini Popper

Scored Hits & Penalties:
Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol, Slug
White Steel - Pistol
Orange Steel, Clays - Shotgun Birdshot
White Paper - Penalty / No Shoot



Rifle
Shotgun
Pistol

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Bay - S3 Stage - 12

Stage Name:

So Very Long

Course Design: Erik Kopp

Rules: Per FBMG Rules, Latest Edition



180 Parallel to Back Berm

Start Position: Standing outside of the shooting area, toes on Rear Fault Line. Pistol is unloaded and holstered. Rifle Loaded, on Safe, on Pick Up Table.

Stage Procedure: Upon start signal, engage targets as they become available within the shooting area only with appropriate firearm of choice.

Abandoning Conditions: Safety Engaged or Chamber Empty. Pistol must be abandoned in a Pistol Bucket.

Scoring: Time plus penalties.

180 Second Par Time/Limit.

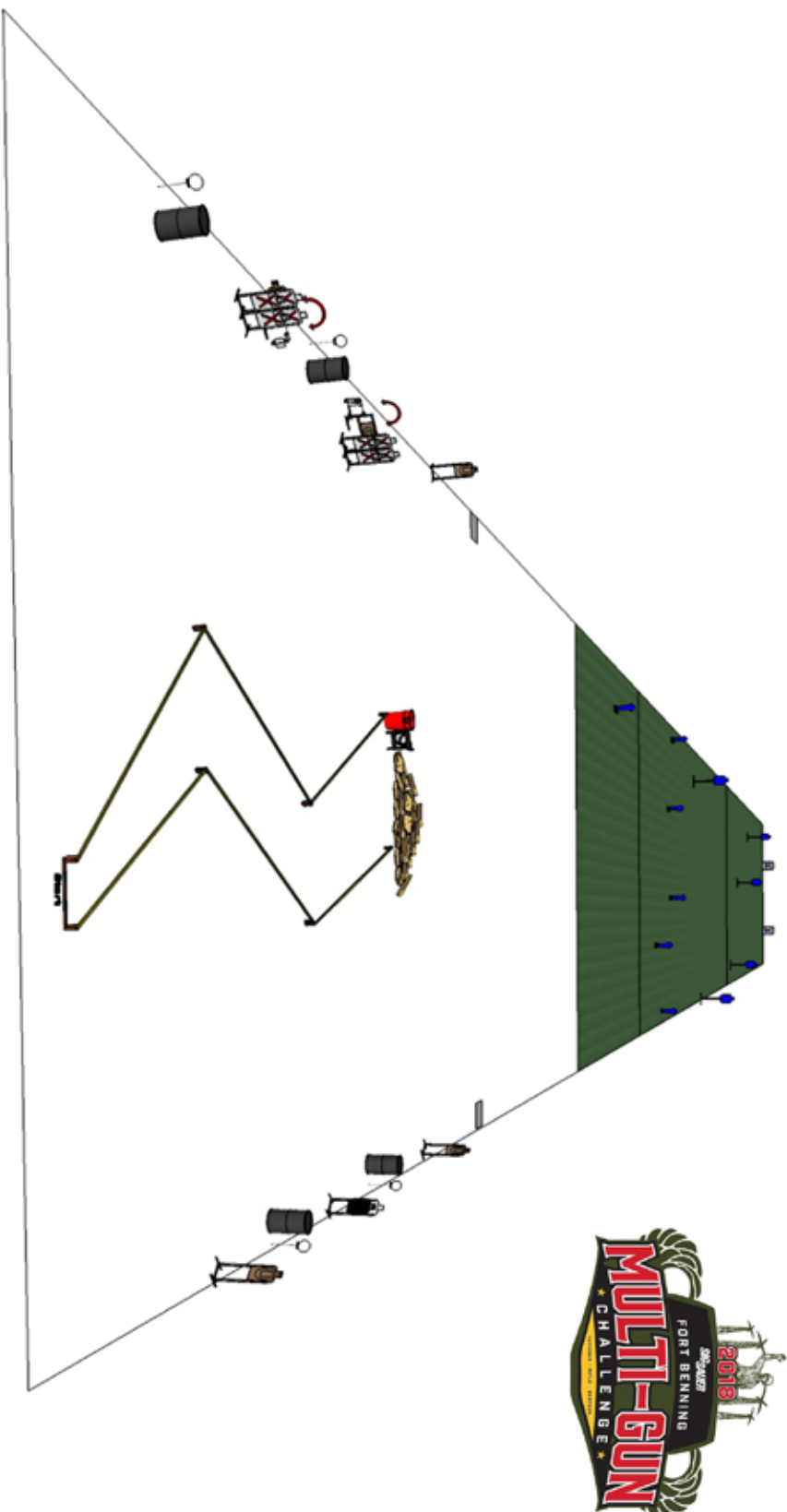
Targets: 6 - Paper 11 - Steel Plate
6 - Coit Speed Plates 2 - Flasher

Scored Hits & Penalties:

Per FBMG Rules, Latest Edition

Start: Audible **Stop:** Last shot

Paper - Rifle, Pistol
White Steel - Pistol
Blue Steel - Rifle ONLY
White Paper - Penalty / No Shoot



Rifle
Pistol

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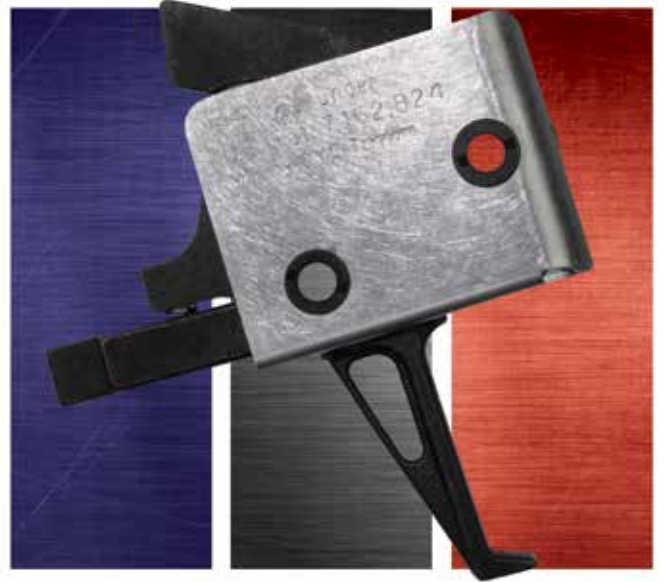
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Fort Benning Multi-Gun Challenge Squad Matrix

Area 1					
Range →	Krilling	Krilling	Krilling	Krilling	Krilling
TIME ↓	Stage 1	Stage 2	Stage 3	Stage 4	Stage 4
730	1	2	3	4	4
830	13	14	15	16	16
930	4	1	2	3	3
1030	16	13	14	15	15
1130	3	4	1	2	2
1230	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1330	15	16	13	14	14
1430	2	3	4	1	1
1530	14	15	16	13	13

Friday
16 Nov 2018

Area 2					
Krilling	Krilling	Krilling	Krilling	Krilling	Krilling
Stage 5	Stage 6	Stage 7	Stage 8	Stage 8	Stage 8
5	6	7	8	8	8
17	18	19	20	20	20
8	5	6	7	7	7
20	17	18	19	19	19
7	8	5	6	6	6
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
19	20	17	18	18	18
6	7	8	5	5	5
18	19	20	17	17	17

Area 3					
Parks	Shelton	Shelton	Shelton	Shelton	Shelton
Stage 9	Stage 10	Stage 11	Stage 12	Stage 12	Stage 12
9	10	11	12	12	12
21	22	23	24	24	24
12	9	10	11	11	11
24	21	22	23	23	23
11	12	9	10	10	10
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
23	24	21	22	22	22
10	11	12	9	9	9
22	23	24	21	21	21

Area 1					
Range →	Krilling	Krilling	Krilling	Krilling	Krilling
TIME ↓	Stage 1	Stage 2	Stage 3	Stage 4	Stage 4
730	21	22	23	24	24
830	9	10	11	12	12
930	24	21	22	23	23
1030	12	9	10	11	11
1130	23	24	21	22	22
1230	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1330	11	12	9	10	10
1430	22	23	24	21	21
1530	10	11	12	9	9

Saturday
17 Nov 2018

Area 2					
Krilling	Krilling	Krilling	Krilling	Krilling	Krilling
Stage 5	Stage 6	Stage 7	Stage 8	Stage 8	Stage 8
13	14	15	16	16	16
1	2	3	4	4	4
16	13	14	15	15	15
4	1	2	3	3	3
15	16	13	14	14	14
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
3	4	1	2	2	2
14	15	16	13	13	13
2	3	4	1	1	1

Area 3					
Parks	Shelton	Shelton	Shelton	Shelton	Shelton
Stage 9	Stage 10	Stage 11	Stage 12	Stage 12	Stage 12
17	18	19	20	20	20
5	6	7	8	8	8
20	17	18	19	19	19
8	5	6	7	7	7
19	20	17	18	18	18
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
7	8	5	6	6	6
18	19	20	17	17	17
6	7	8	5	5	5

Area 1					
Range →	Krilling	Krilling	Krilling	Krilling	Krilling
TIME ↓	Stage 1	Stage 2	Stage 3	Stage 4	Stage 4
730	5	6	7	8	8
830	17	18	19	20	20
930	8	5	6	7	7
1030	20	17	18	19	19
1130	7	8	5	6	6
1230	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1330	19	20	17	18	18
1430	6	7	8	5	5
1530	18	19	20	17	17

Sunday
18 Nov 2018

Area 2					
Krilling	Krilling	Krilling	Krilling	Krilling	Krilling
Stage 5	Stage 6	Stage 7	Stage 8	Stage 8	Stage 8
9	10	11	12	12	12
21	22	23	24	24	24
12	9	10	11	11	11
24	21	22	23	23	23
11	12	9	10	10	10
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
23	24	21	22	22	22
10	11	12	9	9	9
22	23	24	21	21	21

Area 3					
Parks	Shelton	Shelton	Shelton	Shelton	Shelton
Stage 9	Stage 10	Stage 11	Stage 12	Stage 12	Stage 12
1	2	3	4	4	4
13	14	15	16	16	16
4	1	2	3	3	3
16	13	14	15	15	15
3	4	1	2	2	2
LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
15	16	13	14	14	14
2	3	4	1	1	1
14	15	16	13	13	13

1630 Wrap Up - Competitors on Parks and Shelton Ranges return to Krilling range for awards.
1730 Awards