

**CC PAM 350-3
Reserve Officers' Training Corps Annual Ranger Challenge Competition**

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Summary:

This pamphlet provides command policy and procedural guidance for the standardization and execution of the annual Ranger challenge competition in all Army Reserve Officers' Training Corps (ROTC) programs.

POC/Impact:

Applicability. This regulation applies to all personnel assigned to all elements of U.S. Army Cadet Command. Department of the Army directives take priority over this regulation.

Supplementation. Do not supplement this regulation without prior approval from Commander, U. S. Army Cadet Command, ATTN: ATCC-T, Fort Monroe, VA 23651-5000.

Forms. All blank forms in this regulation may be reproduced locally.

Suggested Improvements. Send comments and suggested changes on [DA Form 2028](#) through channels to Commander, U. S. Army Cadet Command, ATTN: ATCC-T, Fort Monroe, VA 23651-5000. Suggested improvements may also be submitted using [DA Form 1045](#) (Army Ideas for Excellence Program (AIEP) Proposal).

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Chapter 1, Introduction [TOC](#)

1-1. Purpose [TOC](#)

- a. This pamphlet sets policies, assigns responsibilities, and provides guidance for planning, developing curricula, and executing the Senior Reserve Officers' Training Corps (SROTC and ROTC) Program. It standardizes the implementation of the Ranger Challenge throughout U.S. Army Cadet Command.
- b. The purpose for Ranger Challenge Program is to challenge cadets in tough mental and physical competition, enhance leader development, develop team cohesion, develop healthy competition among the battalions, and used as a highly visible and dynamic recruiting and retention vehicle.

1-2. References. [TOC](#) See [Appendix A](#).

1-3. Responsibilities [TOC](#)

- a. The Commanding General, Cadet Command, is responsible for the standardization of the Ranger Challenge Program.
- b. The ROTC region commanders have overall responsibility for providing oversight, monitoring and funding the Annual Ranger Challenge Competition within their regions, to include approval for exception to policy for brigade level competitions.
- c. The ROTC brigade commanders have the overall responsibility for managing, monitoring and executing the Annual Ranger Challenge Competition for their brigade, to include approval for exception to policy for battalion level competitions.
- d. The ROTC battalion commanders are responsible for promoting Ranger Challenge and training competition teams.

Chapter 2, Ranger Challenge Team Composition [TOC](#)

2-1. Team Composition [TOC](#)

Teams will be comprised of nine cadets:

- a. Must be volunteers.
- b. Full-time college students; must maintain a cumulative GPA of 2.0 on a 4.0 scale.
- c. Enrolled as an Army ROTC MS I through V cadet. (Neither completion cadets nor students enrolled in ROTC for academic credit only are eligible.)
- d. Team may be made of both male and female members.

2-2. Equipment and Uniforms [TOC](#)

The prescribed equipment and uniforms are listed on each event.

[Appendix B](#) provides a detailed listing.

Chapter 3, Ranger Challenge Competition Composition [TOC](#)

3-1 Competition Level [TOC](#)

The competition will be held at a minimum at the Brigade level.

3-2. Competition Event Listing [TOC](#)

The competition will be comprised of the following events:

- a. Army Physical Fitness Test.
- b. One-rope bridge (2 crossings).
- c. Grenade assault course or grenade throw (depending on course availability).
- d. Patrolling (option to administer written test); if conducted during limited visibility, will be limited to 4 hours in duration.
- e. M16 marksmanship (.22 sub-caliber device, .22 caliber rifle or air rifle, if 5.56 mm ammunition or ranges are unavailable).
- f. Weapons disassembly and assembly (M60/M249 and M16).
- g. Orienteering.
- h. 10K road march.

3-3. Approval Authority [TOC](#)

Region commanders have approval authority for exceptions to policy for brigade level competitions, and brigade commanders have approval authority for exceptions to policy for battalion competitions.

3-4. Ranger Challenge Structure [TOC](#)

The Ranger Challenge will be conducted:

- a. One a one-time event, preferably on a weekend to reduce time away from academic classes and reduce cost of TDY fund.
- b. Stations will be run simultaneously requiring cadets to run between sites (METT-T dependent).
- c. Head-to-head competition, if conducted, must be mutually agreed upon.
- d. Uniform for the competition is listed on each event.
- e. The fastest time in the 10K force road march will determine the tiebreaker.

3-5. Calendar and Suspenses. [TOC](#)

- a. Regions will provide a consolidated list to HQ Cadet Command Training Division by **30 Sep**.
- b. All Brigade level competitions must be completed by **15 Dec**; a rank order list, using [CC Form 209-R](#), Ranger Challenge Result Sheet, of teams will be forwarded to region the Monday following the competition. Regions will forward a consolidated rank order list to HQ Cadet Command, ATTN: ATCC-TT, NLT **31 Dec**, using [CC Form 209-R](#) Ranger Challenge Result Sheet.
- c. Regions will prepare a consolidated After Action Report and forward it to HQ Cadet Command, ATTN: ATCC-TT, NLT **30 days** after the final Brigade competition.

Chapter 4, Ceremonies [TOC](#)

4-1. Opening Ceremony. [TOC](#) An opening ceremony will be conducted at the beginning of the brigade competition. Ceremony will be held in a prominent location.

4-2. Closing Ceremony. [TOC](#) A closing ceremony will be held in which the trophies will be awarded.

4-3. Awards [TOC](#)

- a. Streamers will be awarded to all teams competing:

Gold Streamers - teams achieving **80 percent and above** total possible points;

Silver Streamers - teams achieving **70 - 79 percent** total possible points;

Bronze Streamers - teams achieving **69 percent and below**. (Streamers are 1-3/8 inch by 24 inch with the words " Brigade Ranger Challenge" in black letters 1 inch high on one side.)

- b. An "Award of Excellence" streamer will also be presented to the first place team of each event.
- c. Present Ranger Challenge Tabs to all cadets competing in the competition.

4-4. Publicity [TOC](#)

Brigades will use this event as a major publicity event.

- a. Civilian, cadet families and military dignitaries will be invited to observe and when possible participate in the closing/awards ceremonies.
- b. Reciting the Cadet Creed and using the Cadet Cannonade is strongly encouraged to reinforce the program.

Chapter 5, Safety and Liability [TOC](#)

5-1. Safety Responsibilities [TOC](#)

Safety is paramount in all training. Commanders at all echelons are responsible to ensure safety standards and practices are employed during the training for and execution of the competition.

5-2. Safety Requirements. [TOC](#) The following safety requirements will be incorporated into the training for and execution of the Cadet Ranger Challenge competition.

- a. Risk Assessment Methodology into the training and competition.
- b. Incorporate cadet buddy teams and the "buddy aid" process into training and competitions.
- c. Brief all cadre and cadets thoroughly on the pertinent safety and range regulations prior to the start of competitions.
- d. Cadets will not handle pyrotechnics. Only cadre are authorized to handle pyrotechnics.
- e. Report any injury/accident IAW [Policy Memorandum 9, Serious Incident Reports \(SIRs\)](#).
- f. Ensure medical support and medical evaluations are available during the competition.

5-3. Cadet Liability [TOC](#)

- a. All participating cadets must understand the Cadet Command's medical coverage provisions. Cadet Ranger Challenge team members must meet the conditions set forth in the coverage (i.e. be an enrolled student, training must be on a training schedule, and must be supervised).
- b. Cadet medical benefits are outlined in [AR 145-1](#), Senior Reserve Officers' Training Corps Program: Organization, Administration , and Training.
- c. Any non-contract cadet, without a DA approved physical, must have a completed [DA Form 3425R](#), Medical Fitness Statement for Enrollment in Basic Course, Senior ROTC, or medical records from the school which indicates that the cadet is medically qualified for basic course training, prior to participating in any physical training for Ranger Challenge.

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Major General, U.S. Army Commanding

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DISTRIBUTION:

Appendix A [TOC](#)

References

[AR 145-1](#) Senior Reserve Officers' Training Corps Program: Organization, Administration, and Training

[FM 7-8](#) Infantry Rifle Platoon and Squad

[FM 21-20](#) Physical Fitness Training

[FM 21-18](#) Foot Marches

[FM 21-26](#) Map Reading

[FM 23-9](#) M16A1 Rifle and Rifle Marksmanship

[FM 23-67](#) Machine Gun, 7.62 mm, M60

[FM 23-70](#) Hand Grenade Assault Course

[STP 21-1 SMCT](#) Soldier's Manual of Common Tasks - Skill Level 1

[STP 145-1-MQS](#) Military Qualification Standards I Manual

[TC 90-6-1](#) Military Mountaineering

[CCR-145-3](#) Reserve Officers' Training Corps Precommissioning Training and Leadership Development

[CCR-385-10](#) Cadet Command Safety Program

[CCR-670-1](#) Uniform Insignia: Uniform Wear and Appearance

Appendix B [TOC](#)

Uniforms

Uniform A - Army Physical Fitness Uniform (APFU) (An alternate uniform, BDU pants, unit specific Ranger Challenge T-shirt with running shoes may be authorized by the brigade commander.)

Uniform B - BDU, Boots, LBE (2 ammo pouches, 2 canteen sets, first aid case with field dressing, load bearing harness), compass, kevlar helmet.

Uniform C - BDU, Boots, LBE (2 ammo pouches, 2 canteen sets, first aid case with field dressing, load bearing harness), compass, Weapon (M16 with sling), kevlar helmet.

Uniform D - BDU, Boots, LBE (2 ammo pouches, 2 canteen sets, first aid case with field dressing, load bearing harness), compass, Weapon (M16 with sling), kevlar helmet, ALICE Pack (1 set BDUs, 1 pair Army issue leather boots), 1 set of underwear (T-shirt and briefs), 3 pair socks (wool, Army issue), 1 poncho, 1 pair of gloves with inserts, 1 pair of athletic shoes.

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Army Physical Fitness Test (APFT)

1. **Task.** To measure the cadet's physical fitness.
2. **Conditions.** During daylight, wearing uniform prescribed by Ranger Challenge Competition OIC, all team members will take the Army Physical Fitness Test; prescribed uniform: [Uniform A](#).
3. **Standards.** The APFT will be conducted IAW [FM 21-20](#); grading will be recorded on a [DA Form 705](#), Army Physical Fitness Score Card. All cadets must score 210 points according to their age and sex, and a minimum of 70 points in each event. Scoring above the 300 maximum must be done IAW [FM 21-20](#), Chapter 11.
4. **Notes:**
 - a. Score cadets using the standard for their age and sex.
 - b. Carry team averages to two decimals.
 - c. Rotate graders between teams after each iteration of the push-up and sit-up events. Calibrate all graders to apply the Army standards. Current Army standards are contained in Chapter 11, [FM 21-20](#), with Change 1.
 - d. This event will normally be conducted as the first event at brigade and battalion competitions.
 - e. Provide artificial lighting as needed for proper grading and supervision of this event.
 - f. Give safety briefing.
5. **Scoring:**
 - a. Nine cadets from each team will compete in this event. The eight best scores will be averaged for the team score. Should a cadet become injured, only eight cadets need compete.
 - b. Sample Score (lowest score was dropped leaving these eight):
$$234+300+299+222+270+300+277+288 = 2190/8 = 273.75$$

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One-Rope Bridge

A1. Task. Construct a one-rope bridge and cross an obstacle.

2. **Conditions.** At a field location with a 40-foot or longer obstacle, during daylight and existing weather conditions, given a 120-foot rope, rappel seat ropes, and snap links; prescribed uniform: [Uniform C](#).

3. **Standards.** All teams will make two timed crossings, on two separate lanes, without losing any equipment, within **16 minutes**. At battalion competitions, obstacles may be simulated. At brigade competition, actual obstacles must be negotiated. Scores will be recorded on [CC Form 200-R](#).

The One-Rope Bridge OIC will say:

"Let me have your attention. At this station, you will be required to correctly construct a one-rope bridge and safely cross a 40-foot obstacle two times. You will have **5 minutes** to prepare for the first crossing, and there will be a **5-minute break** between the first and second run. The second run will be performed in the same manner as the first run.

There will be no pre-tied knots in the main rope. The first and last team members are not required to wear a rappel seat when they cross the obstacle; however, all other team members will cross the rope using a rappel seat and snap link. Time will stop during the event if a rope or snap link breaks. If this occurs, the run will be nullified, the equipment will be replaced, and the team will be permitted to restart the event from the beginning. Scores will be based upon the combined times of both runs, minus penalties assessed.

Assess penalties as follows:

- Team disqualification for failure to utilize a wireman's knot for the transportation tightening system or for loss of any weapon. Zero points awarded for the event.
- 45 seconds for each piece of equipment dropped into the obstacle or not taken across the obstacle per crossing attempt.
- 30 seconds for each cadet (except first and last) who enters (touches) the obstacle with his/her body or equipment per crossing attempt (including cadets on near and far banks attempting to assist team members negotiate the obstacle).
- 30 seconds for any knot left in the main rope after crossing.
- 20 seconds each for the first or last cadet for failure to secure the main rope to their waist with an end-of-line bowline and a snap link.
- 10 seconds for each piece of equipment lost in crossing. Ask:

"Are there any questions?"

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One-Rope Bridge (continued)

Pause and say:

"You have 5 minutes to prepare for the first crossing."

At the end of 5 minutes, say:

"Time is up. Prepare to cross."

Pause and say:

"Begin."

Start timing. Stop timing when the team completes the first crossing. Repeat the procedure until the teams have completed two runs. Assure each team has 5 minutes between runs to formulate strategy for the second run.

5. Notes:

- a. Have the Ranger Challenge Team Leader fill in required information on score sheet.
- b. Teams will make the two crossings on different lanes.
- c. Eight cadets will compete in the event. Except for the first and last cadet, all cadets must cross the obstacle on the rope and remain dry.
- d. All equipment and LBE must be carried across the obstacle. Weapons will be carried by the cadet assigned the weapon (exceptions may be made in the interest of safety). Weapons are not required for head-to-head competitions.
- e. Use only standard military ropes (NSN 4020-00-931-8793) and snap links (NSN 8465-00-360-0228).
- f. All knots used in constructing the bridge must be approved by TC 90-6-1, Military Mountaineering. Construct the transport tightening system with a wireman's knot. All other knots selected for use in the construction must be safe and designed for their intended purposes.
- g. Each individual lane will be evaluated for its relative degree of difficulty. Schedule the teams between lanes to provide equal degrees of difficulty over the two crossings among the teams.
- h. "Speed tighteners" (metal, wooden, plastic, etc.) are not allowed.
- i. The term "Dry" in paragraph 3. above implies that procedures must be correct and team members #2 through #7 not touch the water/obstacles.

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One-Rope Bridge (continued)

- j. Cadets on either bank may assist team members. Assess penalties for them entering (touching) the obstacle.
- k. Crossing site must permit teams adequate space to take slack out of the rope without interference and under comparable terrain conditions.
- l. Give safety briefing. Provide for downstream water safety (e.g., safety lines, boat, lifeguards) as appropriate.

6. Scoring:

- a. Teams can receive a maximum of 210 points for properly completed construction and crossing (7 points for each of the 30 "GOs" on the event score sheets for both runs).
- b. Teams may receive a maximum of 90 additional points by averaging the two run times and applying the below matrix against each team's average time.
- c. Apply penalties to determine each run time prior to averaging.

Example:

Team A's first run was 2:33, with no penalties and all "GOs." Team A's second run was 2:41 with one 20-second penalty, one 30-second penalty, and one "NO GO."

2:33 + 3:31 = 6:04/2 = 3:02 =	59.75 matrix points
29 GOs x 7 points each =	203
59.75 + 203 =	262.75 total points

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Hand Grenade Throw

1. **Task.** Engage targets with hand grenades.
2. **Conditions.** During daylight, given three hand grenades and a target that can be engaged; prescribed uniform: [Uniform B](#).
3. **Standards.** Throw each grenade so it explodes within the 5-meter effective radius for that target, without exposing yourself for more than 5 seconds at any one time. Scores will be recorded on [CC Form 201-R](#).
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate environmental requirements at their site. The Grenade Throw OIC will say:

"Let me have your attention. At this station, you will be required to engage, with three hand grenades, dismounted enemy troops clustered at a range of 35 meters. Teams will compete and receive points for accuracy, proper technique, and time. Time will start on the command "Begin" and end when you cross the finish line. On the command "Begin," you will run 50 meters to the designated throwing point, take the appropriate cover, and throw one hand grenade at each target. The second and third hand grenades will be thrown only after the previous grenade(s) detonate(s) or when the evaluator says "throw next hand grenade." After throwing the third grenade, cadets will run 50 meters to the finish line.

Scoring will be as follows:

"Technique and the point at which the fuse detonates determines the score. Ten points will be awarded for each grenade detonating within a 5-meter radius of the target. Scoring will be in accordance with the Hand Grenade Score Sheet. Each cadet may receive 60 points for this event. Are there any questions?"

Pause and say:

"Begin."

Start timing. When each cadet crosses the finish line, stop time. Repeat sequence for each cadet.

5. **Notes:**
 - a. Have each cadet fill in required information on score sheet.
 - b. If fuses are used, count scoring where the grenade rests when the fuse detonates. Count as a hit if fuse detonates while on the line or grenade without fuse comes to rest on the line.
 - c. If fuses are not used, count scoring where the hand grenade comes to rest.

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Hand Grenade Throw (continued)

- d. Give walk-through demonstration.
- e. Use the kneeling position to throw hand grenades.
- f. Give safety briefing.

6. **Scoring.** Nine cadets from each team compete in this event. Total the eight best scores for the team score (480 possible points). Should a cadet be injured, only eight cadets need compete.

Cadet Time/Point Table

Time	Points
2:00	12
2:01 - 2:30	10
2:31 - 3:00	8
3:01 - 3:30	6
3:31 - 4:00	4
4:01 - 4:30	2
4:31	0

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Hand Grenade Assault Course

1. **Task.** Engage targets with hand grenades.
2. **Conditions.** During daylight, under existing weather conditions, given six hand grenades and six targets that can be engaged on a hand grenade assault course; prescribed uniform: [Uniform C](#).
3. **Standards.** Throw each grenade so it explodes within the 5-meter effective bursting radius for that target. While at the throwing position, the cadet will not expose himself/herself for more than 5 seconds at any one time. Scores will be recorded on [CC Form 202-R](#).
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate environmental requirements at their site. The Grenade Throw OIC will say:

"Let me have your attention. At this station, you will be required to negotiate the Grande Assault Course as quickly as possible, engaging each target with one hand grenade. Scores will be based on accuracy, proper technique, and time. The time will start on the command "Begin" and end when you cross the finish line. On the command "Begin," you will run 50 meters to the first throwing point, take appropriate cover, and throw one hand grenade at the target. When the grenade detonates, move out to the next point.

Scoring will be as follows:

"The point at which the fuse detonates determines the score. Scoring will be in accordance with the Hand Grenade Assault Course Score Sheet. Each cadet may receive a total of 200 points for this event."

Pause and say:

"Begin." Start timing. When each cadet crosses the finish line, stop time. Repeat sequence for each cadet.

5. **Notes:**
 - a. Have each cadet fill in required information on score sheet.
 - b. If fuses are used, score where the grenade rests when the fuse detonates. Count as a hit if fuse detonates while on the line, or a grenade without a fuse comes to rest on the line.
 - c. Give walk-through demonstration which includes real time movement between positions, and an explanation of the required actions at each position.
 - d. Give safety briefing.

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Hand Grenade Assault Course (continued)

6. Scoring:

a. The Hand Grenade Assault Course event scoring consists of:

1. Nine cadets compete in this event. Count the eight best scores for the team total. Should a cadet become injured, only eight cadets need compete.
2. Four points awarded at each throw for proper throwing technique.
3. Twenty-five points for each direct hit.
4. Thirteen points for detonation within the five meter radius for stations 1, 3, and 4.
5. Fifteen points for detonation within the five meter radius for station 5.
6. Zero points for misses.
7. Individual time points in accordance with the following the matrix (maximum of 36 points).

b. Maximum total points: 200.

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10-Kilometer Forced March

1. **Task.** To measure the cadet's physical strength and endurance.
2. **Conditions.** During daylight, under existing weather conditions, given equipment described below. Prescribed uniform: [Uniform D](#).
3. **Standards.** Ranger Challenge teams must complete the 10-K Forced March within 90 minutes. Scores will be recorded on [CC Form 203-R](#).
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate environmental requirements at their site.

The 10-K OIC says: "Let me have your attention. At this station, you must complete a 10-K Forced March. You must wear or carry the equipment specified in the MOI during the march, and each cadet must carry his/her own equipment throughout the entire march. Teams consist of nine cadets for this event. The first eight finishers will be counted for the total team time. Should a cadet become injured, only eight cadets need finish. Teams with less than eight finishers will be disqualified. This event is a forced march and will be conducted and monitored to ensure it follows the spirit and the intent of such a competition. Teams will maintain unit integrity throughout the event by maintaining no more than 25-meters between the first and eighth team member during the entire course of the march. Evaluators at various points along the route will check movement and unit integrity. Team integrity violations will be assessed as one-minute penalties for each violation. A marker will identify a 25-meter zone at the finish line. Teams will not cross the finish line until eight team members have entered the zone. Each team member who is not within this zone when the first team member crosses the finish line will be determined not to have finished with the team and a 10-minute penalty will be assessed. Time will stop when the eighth and final member crosses the finish line. The team will immediately report to the scorer for an equipment check. A 3-minute penalty will be assessed for each piece of equipment missing (see score sheet). If a weapon is missing, the entire team is disqualified. Do you understand what you must do?" If there are no questions, organize the teams, move them to the start line, and conduct a staggered 2-minute start of team pairs. After starting teams, scorers to move to the finish line. Teams that do not cross the finish line within the 90-minute time frame receive 100 points.

5. **Notes:**
 - a. Conduct this event as the last event of the brigade competition.
 - b. To minimize gamesmanship and ensure a level playing field, the competition commander should rule on contestant footwear for this event. Guidance should be provided early to allow footwear break-in and adherence to this rule.
 - c. Give safety briefing.

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10-Kilometer Forced March (continued)

6. Scoring:

a. Score the 10-K Forced March as follows:

1. Each team will successfully complete the event for time with all prescribed equipment and with eight team members, or be assessed the appropriate penalties. Each team can receive a maximum of 600 points and minimum 100 points based on completion time.

2. Penalties:

- 1-minute penalty for each violation of team integrity.
- 3-minute penalty for each piece of equipment missing.
- 10-minute penalty for each team member who is not within the 25-meter zone prior to the finish line at the time the first team member crosses the finish line.
- Disqualify teams that finish with less than eight team members, or are missing a weapon at the finish.

b. The overall team score is determined by the total team time, minus penalty times, from the following time matrix:

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M-16 Marksmanship

1. **Task.** Engage targets with an M16A1/A2 rifle.
2. **Conditions.** During daylight, under existing weather conditions, on either a 25-meter range or an M16 qualification range, given an M16A1/A2 rifle and magazines with a 5.56 ball ammunition and targets, cadets will fire individual weapons at the 25-meter target for record using 10 rounds of ammunition or at record range targets using 40 rounds of ammunition. Prescribed uniform: [Uniform C](#).
3. **Standards.** The best eight scores from each team will be totaled to determine the team score. The team with the highest score wins. Scores will be recorded on [CC Form 204-R](#) and [CC Form 205-R](#).
4. **Script.** The scripts below contain the minimum instructions to be announced at the beginning of the event. They are guides, and OICs may add to them, as appropriate, to accommodate unique environmental requirements at their site.

Briefings to cadets by event OIC:

a. 25-Meter Range:

"Let me have your attention. At this station, you will be required to engage targets as a team. At my direction, you will move as a team from this briefing area to the firing line. Use the "range walk." There, you will move to individual firing positions and be required to fire for record using the prone-supported position. You have 10 rounds with which to engage 10 targets. If there is a weapon malfunction during firing, you will be expected to perform immediate action; failure to do so will cost your team five penalty points. When the evaluator or safety personnel must intervene in the interest of safety, 50 penalty points will be deducted from your team's score. If a second intervention in the interest of safety occurs (against same individual), the team member will be disqualified."

"Team members will be issued two magazines containing five rounds each. The ammunition may be fired only by the individual to whom it is issued. Following the range officer's command to commence firing, your team will have 3 minutes to complete the firing. During that time, each member will engage the 10 silhouettes on his target. Only one round will be counted as a hit on each of the 10 silhouettes located on the target sheet."

"The following equipment will be worn during the record fire:

Helmet with liner or kevlar helmet. LBE correctly worn; harness will not be moved off the shoulder. The team score will be the sum of the team's target hits from the best eight targets, minus penalty points for safety violations. Each Ranger Challenge team can receive a maximum possible score of 400 points. In the event of a tie, the team having the most inner circle hits will win. Are there any questions?"

If there are no questions, the event will be started. "Does everyone have ear plugs in?" Ready, MOVE THE THE FIRING LINE."

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M16 Marksmanship (continued)

5. Notes:

(1) Sequence of Events:

a. Upon arrival at the range area, each team will be met and briefed by the event OIC. Following the briefing, teams will be moved to the firing line on order of OIC and await the orders of the range officer/NCO. The firing time clock will start upon the command "COMMENCE FIRING." Teams will have 3 minutes to engage their targets.

b. When the 3 minutes have expired, the range (firing point) controller will announce "Cease Fire." Weapons will be cleared, targets will be retrieve, and the team will be "routed off" the range to prepare for the next event. (**Note:** *When local range facilities and regulations allow, teams should arrive and fire concurrently in a head-to-head competition with one or more teams on the same range.*)

(2) Teams will zero their weapons, receive range briefing, and be given time to familiarize themselves with the range layout prior to the competition.

(3) Teams will fire at nine M16A1 25 -meter "Alternate Course Record Fire Qualification Targets" (NSN 6920-01-167-1397) -- one target per person -- at a range of 25 meters. Each target sheet consists of 10 individual targets, all of which are to be engaged. Only one round will be counted as a hit for each target.

(4) Ammunition for the live fire event will be prepositioned at each team member's firing position. Movement from the release point to the firing positions will be without ammunition.

(5) Nine cadets will compete in this event. The eight best scores will be counted for the team total. Should a cadet become injured, only eight cadets need compete.

(6) During the zero phase, each cadet team will fill in the required information on the enclosed score sheet (25-Meter Range Score Sheet).

(7) Ear protection will be worn on the firing line.

(8) A list of safety guidelines is included with this appendix. This list does not preclude the addition of other safety precautions or the assessment of additional penalty points for other unsafe actions, so long as these are applied in a fair and standard manner among all competitors.

(9) Only a malfunction not attributable to operator level responsibilities will be accepted as a valid alibi fire.

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M16 Marksmanship (continued)

6. Scoring:

(1) Team members will receive three points per hit; each hit inside the inner circle counts five points. Only one round per target counts toward the score (any round that breaks the line counts as a hit), giving a maximum of 400 points per team if all 80 targets are inner-circle hits.

(2) Five point will be deducted from a squad's score for each incident of improper application of immediate action.

(3) Fifty points will be deducted from a team's score for each unsafe act. A second safety violation by the same individual will result in disqualification of that individual for the event.

(4) Maximum possible points per team - 400 points.

(5) The tie breaker will be the number of inner circle hits (5 points).

(6) The team with the highest point score is declared the 1st place team. Other team rankings will be determined on points awarded.

(7) Observers cannot communicate with firers during this event.

b. M16 Qualification Range "Let me have your attention. At this station, you will be required to engage targets individually. You will conduct the event following this briefing. At my direction, you will move as a team from this briefing area to the firing line. Use the "Range Walk." There, you will move to the individual firing positions and be required to fire for record using the prone unsupported position and foxhole supported position. You have 40 rounds with which to engage 40 targets. If there is a weapon malfunction during firing, you will be expected to perform immediate action; failure to do so will cost your team five penalty points. If the evaluator or safety personnel must intervene in the interest of safety, 50 penalty points will be deducted from your team score. Any individual who causes two safety interventions will be removed from the firing line and disqualified." "Team members will be issued four magazines containing 10 rounds each. The ammunition may be fired only by the individual to whom it is issued." "Following the range officer's command to commence firing, each team member will engage the silhouettes on his/her lane. Only one round will be counted as a hit on each of the silhouettes located on the lane." "The following equipment will be worn during the record fire: Helmet with liner or kevlar helmet. LBE correctly worn; harness will not be moved off the shoulder. "The team score will be the average of the best eight scores from the team's nine firers multiplied by ten, minus any penalty points assessed. The maximum team score is 400 points. In event of a tie, the team with the most 300 meter hits will win. Are there any questions?" If there are no questions, the event will be started. "Does everyone have ear plugs in?" "Ready, MOVE TO THE FIRING LINE."

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M16 Marksmanship (continued)

6. Notes:

(1) Sequence of events:

(a) Upon arrival at the range area, each team will be met and briefed by the event OIC. Following the briefing, teams will be moved to the firing line upon order of the OIC and await orders from the tower.

(b) When the firing is complete, the range (tower) controller will announce "Cease Fire." Weapons will be cleared, and the team will be "routed off" the range to prepare for the next event.

(2) Teams will zero their weapons, receive range briefings, and be given time to familiarize themselves with the range layout prior to competition.

(3) Teams will fire a certified M16A1/A2 qualification course for this version of the marksmanship event.

(4) The range will conform to local range regulations and safety policies.

(5) Nine cadets will compete in this event, with the best eight scores counted for the team score. Should a cadet become injured, only eight cadets need compete.

(6) During the zero phase, the team captain will fill in the required information on the score sheet (M16 Qualification Range Score Sheet).

(7) Hearing protection will be worn on the firing line.

(8) A list of safety guidelines is included with this appendix. This list does not preclude the addition of other safety precautions or the assessment of additional penalty points for other unsafe acts, so long as these are applied in a fair and standard manner among all competitors.

(9) Only a malfunction not attributable to operator level responsibilities will be accepted as a valid alibi.

7. Scoring:

(1) The M16 qualification range event will consist of nine team members each being issued 40 rounds of ammunition to engage 40 silhouette targets.

(2) The team score will be the average of the best eight scores multiplied by 10, minus any penalty points. (Deduct five points for each failure to apply immediate action, and 50 points for each unsafe act.)

(3) Tie breaker: Total number of 300-meter hits by the eight best firer scores used for the team total.

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M16 Marksmanship (continued)

SAFETY GUIDELINES MARKSMANSHIP COMPETITION

The following unsafe actions incur a 50-point penalty. The assessment of safety penalty points is not limited to these items.

1. Bolt is not locked to the rear at the conclusion of the safety briefing.
2. Weapon is not maintained in the "Up and Down" position during movement on the range.
3. Loading weapon prior to being instructed to do so by the OIC/safety/guide controller.
4. Firing the weapon before being given the order to "commence fire" by the OIC/safety/guide controller.
5. Firing outside the range limits.
6. Failure to cease fire on the "cease fire" command.
7. Failure to lock and clear the weapon when ordered.
8. Failure to wear ear protection.
9. Failure to keep weapon on "safe" when not firing.

Appendix I [TOC](#)

M16 and M60/M249 Weapons

1. **Task.** Disassemble, assemble, and perform a function check on an M16 rifle or M60/M249 machine gun.
2. **Conditions.** During daylight, under existing weather conditions, and given an M16 rifle or an M60/M249 machine gun. Prescribed Uniform: [Uniform B](#).
3. **Standards.** Disassemble, assemble, and perform function check on the weapon and perform the appropriate function check for the weapon within 6 minutes. Scores will be recorded on [CC Form 206-R](#).
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate unique environmental requirements at their site.
The Weapons OIC says:

"Let me have your attention. At this station, you will be required to disassemble, assemble, and perform the appropriate function check on an M16A1 rifle or an M60/M249 machine gun within 6 minutes. Teams will compete head-to-head and receive points based on proper disassembly and assembly of the weapons. Time will start when you cross the start line and end when you cross the finish line. On the command "Begin," you will run 50 meters to the designated area and properly disassemble, assemble, and perform the function check on an M16 rifle or an M60/M249 machine gun. After you perform a function check on the weapon, run to the finish line."

"Scoring will be based on correctness of disassembly, assembly and function checks for the weapon, as well as time. The team score will be the averaged scores of the top eight team members. The highest team score wins this event. In the event of a tie, the team with the lowest cumulative time will be the winner. Are there any questions?"
Pause and say "Go."

Start timing on the command "Go." Stop timing for each cadet when the cadet crosses the finish line.

5. **Notes:**

- a. Have each cadet fill in required information on the score sheet (M16 and M60/M249 Weapons Disassembly and Assembly Score Sheet).
- b. Nine cadets will compete in this event. The eight best scores will be counted for the team total. Five cadets will compete on the M60/M249 and four cadets will compete on the M16. Selection of cadets and weapons will be by the grader in random order. Should a cadet become injured, only eight cadets need compete.
- c. This event will consist of a selected number of stations, each consisting of two lanes for head-to-head competition and one M16 or one M60/M249.
- d. Give safety briefing.

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M16 and M60/M249 Weapons (continued)

6. Scoring:

a. Cadets must properly disassemble, assemble, and perform function checks on the weapon. Fifteen points will be awarded for proper disassembly and assembly. Additional points will be awarded for proper function check of the weapon. Points are also awarded in accordance with the following time matrix.

b. Maximum team score of 200 points are based on the average of the eight best scores from each team.

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Orienteering

1. **Task.** As members of a team, divided into 2- or 3-man buddy teams, navigate dismounted from one point on the ground to another point using Team Score Orienteering procedures.
2. **Conditions.** At a fixed site with designated points, under existing weather conditions, during daylight, in no less than 2-man buddy teams, given a topographic map, and a punch card. Prescribed Uniform: [Uniform B](#) (with soft cap vice kevlar helmet).
3. **Standards.** Teams will move on foot to 40 designated locations within 90 minutes. Each buddy team will earn points for the team's total score by locating marked designated points. Points for a specific location will only be awarded for the first buddy team reporting the location in each item. Scores will be recorded on [CC Form 210-R](#).
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate unique environmental requirements at their site. The Orienteering OIC says:

"Let me have your attention. At this station, you will be required to navigate from one point to another using a topographic map. Each team will have 90 minutes to identify 40 designated points. You may divide your team into buddy teams of two or more cadets. Each buddy team will receive an orienteering map and a punch card. At the start line, the official timer will check your punch cards to ensure your battalion's name and start time are recorded. The timer will point out the route to the Master Map Area and will release you on the command "Go." You will run to the Master Map. At the Master Map Area, you may divide the points among your buddy teams. The location and point value of the 40 designated points are indicated on the Master Map."

"Transfer the designated points shown on the Master Map to your orienteering maps and set out on the course. Use your time wisely. Time spent at the Master Map Area is part of your overall time. Once on the course, locate as many points as possible. The points are numbered and have an orienteering punch attached. Do not alter the control markers on the course in any way. To receive credit for finding a point, you must punch your card with the orienteering punch and record the number at that point. Time will stop when the buddy team crosses the finish line. If you exceed the 90-minute time limit, you will be penalized five points for each minute or fraction thereof over 90 minutes, up to a maximum of 10 minutes, after which your buddy team will receive no points. Penalties levied against one buddy team will not be applied to other buddy teams. When all buddy teams have returned, the team score will be determined. The team with the most total points wins the event. In the event of a tie, the team with the lowest cumulative time will be the winner.

Are there any questions?"

At the start line, the official timer checks the score card, records start time, pauses, and says, "Go."

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Orienteering (continued)

Start timing. Stop timing when the last buddy team from each battalion crosses the finish line.

5. Notes:

- a. Nine cadets will compete in this event. Should a cadet become injured, only eight cadets need compete.
- b. Each buddy team must have at least two cadets.
- c. Cadets will run at least 50 meters uphill from the start line to the Master Map, if terrain permits.
- d. Orienteering punches will be used.
- e. Each of the 40 designated points will have an assigned "point value" based upon the difficulty of its location in the orienteering course. These "point values" will be annotated on the Master Map.
- f. Give safety briefing.

6. Scoring:

- a. Score the orienteering event as follows:

1. Assign a "point value" to each of the 40 designated points based on the difficulty of its location, for a total and maximum of 400 points. Annotate these "point values" on the Master Map.
2. Assess 5 penalty points for each minute or fraction of a minute over 90 minutes, up to a maximum of 10 minutes.
3. Buddy teams returning after 100 minutes receive zero points.
4. Disqualify a team if a team member is found without his/her buddy.

- b. Team points minus penalty points determines the overall team score.

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Patrolling

1. **Task.** Plan and execute a patrol (ambush or recon).
2. **Conditions.** During simulated combat operations, given a mission to conduct an ambush or recon and sufficient resources to accomplish the mission. Prescribed Uniform: [Uniform C](#).
3. **Standards.** The patrol must depart on time, successfully breach any obstacles, and infiltrate behind enemy lines without being detected. The patrol must stay within 300 meters of designate routes during movement to and from the objective site. Movement techniques and security must be used properly, and light and noise discipline maintained. Actions at the objective must be executed according to the operation order. Scores will be recorded on [CC Form 207-R](#). [CC Form 208-R](#) is provided to assist the evaluators during the grading.
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide, and OICs may add to it, as appropriate, to accommodate unique environmental requirements at their site. The Patrolling OIC says:

"Let me have your attention. At this station, you will be required to plan and execute an ambush or recon (GIVE TEAMS THEIR MISSION.)

"The team score will be the number of points awarded on the Patrolling Score Sheet. In the event of a tie, the winner will be the team with the highest number of points awarded during the phase "Lead a Patrol Through Actions at the Objective." Do patrol leaders understand what you must do?"

Pause and say:

"Begin."

5. **Notes:**
 - a. Have each team fill in required information on the Patrolling Score Sheet.
 - b. Nine cadets will compete in this event. Should a cadet become injured, only eight cadets need to compete.
 - c. A quick After Action Review (AAR) will be conducted immediately after actions on the objective are completed and the squad has withdrawn back to the ORP. A more detailed AAR will be conducted at the conclusion of the patrol debriefing.
 - d. Mission accomplishment is the critical element in this event. No team that fails to complete the mission successfully will place higher than a team that successfully completed the assigned mission.
 - e. MILES equipment is recommended during this event, if available.

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Patrolling (continued)

f. A written patrolling test, to be given in lieu of a patrolling event at a brigade or battalion level, will be written at brigade level IAW [FM 7-8](#), Infantry Rifle Platoon and Squad. Use this same manual to facilitate grading of subevents.

g. Give safety briefing.

6. Scoring:

a. Patrolling Techniques (100 points)

1. TLPs (25 points)
2. Patrol Organization (15 points)
3. Passage of Lines (15 points)
4. Tactical Movement (25 points)
5. Navigation (20 points)

b. Immediate Actions (100 points)

1. React to enemy contact (10 points)
2. Danger areas/all obstacles (25 points)
3. Casualties (45 points)
4. Reports (20 points)

c. Actions at the Objective (200 points)

1. Occupation of ORP (20 points)
2. Leader's recon (20 points)
3. Organization for recon or ambush (20 points)
4. Detection by OPFOR/appropriate actions/casualties/or actions on the objective (100 points)
5. Withdrawal to ORP (20 points)
6. Reorganization/dissemination (20 points)

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Patrolling (continued)

- d. Actions after the Objective (200 points)
 - 1. PIR (100 points)
 - 2. Debriefing (100 points)