



# SSAA SYDNEY BRANCH CENTREFIRE RIFLE MEETS MALABAR (ANZAC) RANGE 2009 SHOOTER GUIDE



Rev: 20081201

## INTRO

After a fantastic year in 2008, Sydney shooters, and those in the greater Sydney area, will again be able to regularly tune their shooting skills and equipment while enjoying our monthly centrefire rifle meets scheduled for the **1<sup>st</sup> Sunday of every month (except Sept)** at the Malabar NSW, **ANZAC**, range (off Franklin St) starting **through 2009**. This fixture is for SSAA shooting sports in Sydney to further build on the rich history of the sport in the area, with ambitions of growth to new and returning shooters.

## WHEN

1<sup>st</sup> Sunday of every month, unless otherwise advised or changed without notice. Please frequently check the calendar for any changes, enquire for revised calendars, and check website for late notices.

7.30am sign on at the range office for EVERY meet. Then proceed directly to the target pits for setup.

8.00am is briefing (safety and match bulletin).

8.20am pits will seal.

8.30am range opens.

## WHAT

Variety is the key to enjoying regular shooting meets, but so is offering credible, structured and formatted shooting courses for shooters to gauge their current skills and monitor improvements. It is our goal to cater for as many centrefire rifle shooters as possible while not losing focus on our multi-position, multi-distance, multi-course shooting core. Each meet caters for all repeating rifle types, and shooting enthusiasts, of a field, service, sporter, hunter and match rifle nature. Across the calendar, we have scheduled shoots in multiple positions and distances from 100 to 600 (we may plink at other distances for enjoyment). These meets are perfectly balanced for any SSAA members who enjoy testing themselves and their equipment.

## PRACTICE AND COURSES OF FIRE

Each meet will begin with a practice/warm up period. This period will be a few shots at a given distance, in any position, supported or unsupported, prior to the course commencing.

Structured courses of fire are scheduled for each meet. Details on the courses are given below, listed on the website, and subject to change without notice.

## LUNCH

Each meet will be BYO lunch unless otherwise stated. Competition event days will be per match bulletins.

## MEET CLOSING

All meets will end in the club house for an activities wrap-up. All results will be posted, and need to be checked within 30 minutes of posting before they are declared final.

## TECH TALKS – SHARING INFORMATION

Club day may have shooters give “tech talks” on shooting techniques, equipment, experiences, etc to hopefully improve the novice skills. We hope all speakers will showcase equipment to assist with their presentation.

## CALENDAR

The annual calendar lists dates, courses of fire, and other meet information that one should use when referring to scheduled activities. It must be understood that the calendar may be changed without notice, and participants should check for the latest calendar version, or check the website, for any updates before the scheduled meet.



## REWARDS, TROPHIES, PERPETUALS and ANNUAL CHAMPIONSHIP

All courses will be scored, and results posted. Some meets are flagged for title competitions which the relevant event rules will be strictly adhered to, and trophies will be on offer for and at that event. Some meets have perpetual shields on offer (refer to calendar) that remain in the property of the centrefire rifle group. All meets will have results contribute to an annual championship (details below) that will have trophies issued at the end of the year. All licensed shooters are welcome, and encouraged, to attend all activities.

## INFORMATION

Hand-outs will be available at meets from time-to-time, but the best source of information will be via the website [www.aihp.com/clubs/sydney](http://www.aihp.com/clubs/sydney) which contains details on courses of fire, schedules, results history, updates, maps, etc. Like the calendar, information is subject to change without notice, so frequently staying in touch is highly recommended.

## VOLUNTEERS NEEDED

We are always in need of volunteers to assist with some of the specialist roles, such as being an organiser, Range Office, Pit Office, etc. All participants are considered “general hands” will be required to assist at all meets at all times. Common tasks that must be performed each meet by ALL participants:

- range needs to be opened.
- range flags (red and yellow) need to be put up on all flag poles down centre of range from 400 down.
- danger flags (red) need to be put up on the range entry gates and in the pits (flag on the mantlet).
- equipment trailer needs to be towed from the container to the target pit area.
- target frames and equipment needs to be moved from the trailer into the pits and set up accordingly.
- target faces need to be attached to the target frames to suite the course scheduled on the day.
- target marking equipment boxes need to be allocated to each target point (patches, spotting discs, value discs, score sheets, writing utensils.
- pits speaker/PA system needs to be setup.

## RIFLE SPECIFICATIONS / CLASSES

The following rifle classes/specifications (Specs) have been adopted, for SSAA Sydney Branch monthly centrefire events, to cater for as many shooter and rifle types as possible. Changes to these classes will be per AIHPA rifle specification rules.

**Spec 1: Service Rifle - Standard Iron** (in some cases called “Vintage”) (Classified/Graded) - Any as-issued iron sights military or service rifle, of any action, in original as-issued condition with zero modifications or enhancements of any kind - both internally or externally. Special Note: If a specific “Vintage” event, it may be bolt action only. The use of specialist shooting coats and/or a specialist shooting glove/mitten is not permitted.

**Sub-Spec 1a: Service Rifle - Standard Iron Commonwealth** (in some cases called “Commonwealth Vintage”) (Classified/Graded) - Any iron sights military or service Commonwealth issued Short Magazine Lee Enfield (SMLE) No. 1, No. 4 or No. 5., Lee Metford (MLM) and “Long Lee Enfield” (MLE) rifles of .303 British calibre in original as-issued condition with zero modifications or enhancements of any kind – both internally or externally. The use of specialist shooting coats and/or a specialist shooting glove/mitten is not permitted. This spec will only individually recognised at the Australian XC Nationals, Australian XC Masters, Australian Vintage Nationals, ANZAC Day Memorial.

**Note:** Standard Service Rifles (Spec 1) must be used in all 3 Position Core (3P) matches if you wish to obtain or update your SSAA Combined Service Discipline grading. For further information regarding SSAA CSD rules, refer to [www.nswmsd.com](http://www.nswmsd.com)

**Spec 2: Service Rifle - Modified Iron** (Classified/Graded) – Any centrefire rifle, of any calibre, not weighing more than 5kg with all attachments (magazine, sights, etc) excluding sling. Front sight restricted to a post but other iron sight components unrestricted. The rifle must have no adjustability (stock, weight, counter-weights, grips, sling points, butt plate, cheekpiece, etc) to assist shooter comfort or shootability (adjustable components



may be set to a generic position and must not be moved during a match). Max width of sling must not exceed 40mm. Use of handstops is not permitted. Barrel must not exceed 25" or 635mm in length, unless the rifle is of service origin which the barrel must retain specification profile (shortening is allowed provided service profile is retained, otherwise the barrel must be under 25"). The use of specialist shooting coats and/or a specialist shooting glove/mitten is not permitted.

**Spec 3: Match Rifle - Iron** (Classified/Graded) - Any commercial, factory, service, sporter, field or custom rifle, of any calibre, with iron sights of any type. This class permits the use of a shooting jacket and glove/mitten.

**Spec 5: Match Rifle - Optical** (Unclassified/Open) - Any commercial, custom or service rifle of any calibre, fitted with unlimited (any) optical sights. This class permits the use of a shooting jacket and glove/mitten.

**Sub-Spec 5a: Sporter Rifle - Optical** (Unclassified/Open) - Any commercially available or ex service issue centrefire bolt, lever or pump action rifle, fitted with optical sights, not weighing more than 5kg with all attachments (magazine, scope, etc) excluding sling. The rifle must have no adjustability (stock, weight, counter-weights, grips, sling points, butt plate, cheekpiece, etc) to assist shooter comfort or shootability. Max width of sling must not exceed 40mm. Use of handstops is not permitted. Barrel must not exceed 25" or 635mm in length, and must have a muzzle diameter, after a consistent muzzle end taper of at least one third its length, of 0.6" or 15.3mm, unless the rifle is of service origin which the barrel must retain specification profile (shortening is allowed provided service profile is retained, otherwise the barrel must be under 25"). The use of specialist shooting coats and/or a specialist shooting glove/mitten is not permitted. Rifles competing in Sub-Spec 5a also compete in Spec 5 outright.

### **EQUIPMENT FOR SHOOTERS (GENERAL) to assist you at the meet**

#### **Should have equipment:**

- Rifle, per rules, capable of being magazine fed.
- Shooting mat (you never know what you will be laying on).
- Spotting scope, or binoculars, to see your spotted shots (this is a MUST).
- Typical - eye and ear protection, hat and sun protection, shooter licence etc etc.
- Comfortable shooting cloths and footwear.
- Rulebook
- Pen (for scoring - blue pen preferred)
- Empty Chamber Indicator (ECI flag).

#### **Recommended equipment:**

- Crate, carry box, bag, container or buggy of some sort for transporting your gear to and from the line.
- Ammo holder (for the single round loading standing position to prevent the need to bend over).
- Shooting glasses (various colour lenses for different light conditions).
- Elbow pads to protect from ground etc (not needed if a coat is used).
- Coat or jacket to give you some protection (elbows on ground, sling around arm, stock butt on shoulder).
- Rifle sling (made for shooting, not carrying).
- Broken case extractor.
- Head cover - perhaps sun screen.
- Grade Card.
- Cleaning gear.
- Tool Kit.
- Rain gear.
- Chair to sit on while scoring, or resting while waiting to shoot or mark.
- Plenty to drink, and some snacks (prevent sugar levels dropping during long strings).
- Single round loading block.
- Anything else you may need.

If any of this equipment is not currently in your shooting kit, come and talk to the shooters and see what they use to help you choose what you will find best for you.



# ANNUAL CLUB CHAMPIONSHIP

## COMPETITION STRUCTURE & SCORING SYSTEM

Like almost every rifle club, the activities, and the results there of, go towards an annual prize. The SSAA Sydney Branch centrefire rifle meets will also contribute to a club championship per the details below.

Sydney has 2 annual championships running concurrently:

- Unsupported Championship (includes courses IMC, VMC, AMC and 3PRB)
- Supported Championship (includes course TMC and other supported matches (if any)).

Most meets have scheduled more than 1 match per day. Each match will have the results count towards the respective Sydney annual championship (club champions). Results from all matches/meets will be recorded in a club championship register, that will be available online at [www.aihpa.com/Clubs/Sydney](http://www.aihpa.com/Clubs/Sydney)

Most all rifle specs will be run at every meet, and competitors may use the same spec for every match at all meets, or any multiple combinations of specs for each match or meets. Competitors are responsible for ensuring the correct spec is noted on the scores at each meet. The Championships will recognise the whole rifle specification only (eg, not recognise 1A or 5A).

### Scoring/Results for the Annual Club Championship:

As there are many different matches with varying degrees of difficulty and different “possible” scores, the results of a shooter will be recorded in the annual championship as a percentage of the match winning score, not a percentage out of a “possible”. This scoring method makes it fair for all shooters across all the various matches, and not give an advantage to anybody that may only show at the meets when the “easier” matches are run, or record results from the matches that use targets with generous scoring areas.

Unsupported Scoring Example: The winner of a match scores 90 out of a possible 100 points. Under normal circumstances this would be a score percentage of 90%. Using the winner comparison scoring method, the winner’s score is deemed to be the highest possible score to equal 100%, and all remaining shooters scores become a percentage of the match winning score. If the second highest score is 80 out of 100, this would normally be a percentage score of 80%, but using the comparison method, the 2<sup>nd</sup> place shooter score of 80 is compared to the winning score of 90 (not 100), resulting in the revised score of the second highest shooter to 88% (80 is 88% of 90).

Supported Scoring Example: This match is always a 20shot match, and the match is "open spec" for rifles, so championship tally results shall be based on the final addition of any best 3 match scores.

## ANNUAL CLUB CHAMPIONSHIP - TROPHIES & PERPETUALS

Annual trophies will be awarded to the top 6 places in each Spec. These will be handed out at the end-of-year meet.

Unsupported Championship: The best 6 results from each match of the same spec will be counted for each competitor to form an aggregate. If you shoot more than 6 matches using the same spec rifle, then the best 6 results are used (the worst results are dropped). The more times you shoot, the more chance you have better previous results. Furthermore, there are no minimum attendances to qualify for the club championship. You could shoot 3 scores in any Spec and still be in the running for the championship.

Supported Championship: The best 3 results from each meet supported courses will be counted for each competitor to form an aggregate.

Some meets run matches for Perpetual Trophies, as nominated on the calendar. Respective winners will have their names placed on relevant Perpetual Trophy contested. These will be referenced on the annual calendar.



## SELF NOMINATED HANDICAP SCORING SYSTEM

### WHAT

Shooting for Perpetual Trophies is typically done for outright or handicap winning honours. Outright is simply the use of raw scores to determine a ranking (winners, runners up, etc) by comparison with other raw scores. Handicapping is a system imposed in order to offset advantages or disadvantages to make for a better contest and creating parity amongst competitors.

### APPLICATION

Applying a handicap is usually easiest done by simply adding or subtracting from one's score. There are various forms of Handicapping in addition to score adjusting, such as limiting equipment, time, distance, etc but these are often difficult to administer and apply without the handicap then defeating its purpose for a level playing field.

### SCORE HANDICAP

Governed Score Handicap amounts may be added or subtracted from results based on history. This is often considered too difficult to administer, for many reasons, such as shooters changing equipment from meet to meet, and is not putting the onus back on the shooter to know their skills and abilities. Consideration needs to be given to:

- the course of fire being contested
- general shooter ability
- equipment being used (rifle specification, sighting systems, etc)
- physical ability of the shooter (injuries, etc)

Self-Imposed Score Handicap amounts are determined by the competitor. This system is quick, simple and avoids any issues or criticisms of undue or unfair penalties. Self imposed means self responsible, and encourages shooters to know their skills, helping them to improve.. This is the preferred method.

### HOW TO APPLY SELF IMPOSED SCORE HANDICAP

A shooter wishes to contest a match. The shooter then nominates a handicap amount that is then added to that shooters raw score to give a final "handicap" result.

If the addition of the raw score and handicap amount equates to a result higher than a "possible" score, then each point over is deducted from the possible, and that final result is then used.

*Example 1:* Note enough handicap,

- |  |   |
|--|---|
| - Match possible is                    | 100   |
| - Shooter nominates a handicap of      | 10  |
| - Shooter finishes with a raw score of | 87  |
| - Final handicap result is 87+10       | <b>97</b> (this score is used for placing). |

*Example 2:* Too much handicap,

- |  |   |
|--|---|
| - Match possible is                    | 100   |
| - Shooter nominates a handicap of      | 10  |
| - Shooter finishes with a raw score of | 96  |
| - Handicap + Raw score                 | 106 (6 over)                                |
| - Final handicap result is 100-6       | <b>94</b> (this score is used for placing). |

### TIED SCORES

In the event that results are tied after applying the handicap, then the winner will be the shooter with the highest pre-handicap score.



## ALIBI & REFIRE GUIDE and SCORING PROCESS

**What is an Alibi** An alibi is a term used to describe the right of a shooter to refire a string (or a shot) fired (or not fired) during a problem that unfairly disadvantages or inhibits the shooter from getting the prescribed number of shots away, completing a string of fire, or shooting a potential result. There are 3 basic types of alibi: Range, Pit and/or Shooter.

**Range Alibi** – unlimited alibis:

- A stoppage during a string
- Incorrect procedure or timings
- Incorrect range commands
- Shooter is distracted
- Rules were not followed correctly
- Wildlife in the line of fire
- Match bulletin was not followed
- Scores were incorrectly recorded

**Pit Alibi** – unlimited alibis:

- Target problem – is damaged, blows off in wind, incorrectly presented.
- Target is presented or pulled by mistake
- Target exposure was incorrect (presentation or timing)
- Rules were not followed correctly
- Incorrect pit procedure (scoring procedure), etc.

**Shooter Alibi** – limited to 1 alibi per problem, maximum of 2 alibis:

- Equipment malfunction (rifle, magazine, attachments)
- Ammunition malfunction (squib load, misfire, hangfire)
- Shooter is distracted by their surrounding equipment (eg. scope stand blows over and hits the shooter).

### **Choose An Alibi or Let Score Stand**

A shooter may choose to either let the score stand, after the disadvantage, or choose to refire.

### **Claiming an Alibi**

Range and Pit Alibis can be claimed at any time until the scores and groups period is complete. Once scores and groups period is complete, the right to an alibi has expired.

Shooter Alibis can only be claimed during a string.

**Slow Fire Alibi** – firing single round at a time.

**Problem:** A shot, or multiple shots, not fired in the prescribed time while disadvantaged.

**Claiming an Alibi:** The shooter should be able to sort out an additional shot with the scorer. If the stoppage is significant, the RO should be immediately told for a ruling of additional shots or time.

**Consider:** No matter the type of alibi, or the cause, there are 2 decisions most common for an RO:

- A) allow to fire additional round/s.
- B) allow additional time.



Solution:

Range or Pit Alibi (Disadvantaged): The shooter will be allowed to re-fire number of shots fired while the shooter was at a disadvantage. Additional time may be awarded based on the amount of time lost. The RO is to advise the PO of the additional time awarded.

Shooter Alibi (Malfunction): The shooter will be allowed to carry out repairs, but no additional time will be authorised. The string must be completed in the originally prescribed time limit. If a malfunction occurs during a firing of a round, then an additional round will be permitted.

**Rapid Fire Alibi** – firing multiple shots during an exposure.

Problem: A shot, or multiple shots, not fired in the prescribed time due to an alibi.

Solutions:

- Range or Pit Alibi (Disadvantaged): a shooter may accept the result of the string, otherwise:

- the target under contention will be completely patched out without the shooter seeing the string of shots spotted,
- 2 additional sighters are awarded, if they were offered as part of the original string.
- the string is re-run and fired as normal,
- score of re-fired string stands (unless there is another alibi).

Claiming a Shooter Alibi:

- Shooter (Malfunction) alibi: A shooter alibi must be claimed before the end of a string, and can only be claimed if the shooter raised a hand into the air, and does NOT attempt to correct the problem (except in the event of safety). The RO will inspect the problem and authorise the clearing of the problem, and advise the status of the re-fire.

- Scoring a Rapid Fire Alibi:

Assuming insufficient rounds were fired and the shooter accepted an alibi:

- the string scores are recorded and the score is retained,
- target is completely patched,
- no additional sighters are awarded,
- string is re-fired (alibi string),
- the worst shot values of the re-fired string are used to make up the balance of rounds of initial string,
- the score relayed back to firing line is that which represents the shot values of:
  - all the shots fired (confirmed by firing line) from the first string,
  - the worst shots of the re-fired string (including misses and unfired rounds) to total 10 shot values (including misses, if any).

Example 1: String was fired, and shooter had a total of 8 hits (2 unfired). An alibi string is run, and has 10 hits on the target. The scoring for the string is as follows:

To  
up  
extra

	X	10	9	8	7	6	5	0	Hits	Score
1 <sup>st</sup> String	3	2	2	1				2	Total 8 shots	76.3
Alibi String	2	5	1	1	1				Total 10 shots	94.2
Result After Alibi Refire	3	2	2	2	1				Total 10 shots	91.3

make  
the  
2

unfired shots in the 1<sup>st</sup> string, the 2 lowest shot values from second string are used – ie 1x 7 & 1x 8 to add to first 8 shots.



Result Score after Alibi =

<b>X</b>	<b>10</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>0</b>
3	2	2	2	1			

10 Hits with a final score of **91.3**.

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ALIBI & REFIRE PROCEDURES

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This document may change without notice. Always refer to the most recent copy.

*Example 2:* If there are misses during the alibi string, then scoring would be as follows:

	<b>X</b>	<b>10</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>0</b>	<b>Hits</b>	<b>Score</b>
1 <sup>st</sup> String	3	2	2	1				2	Total 8 shots	76.3
Alibi String	2	4	1	1	1			1	Total 9 shots	84.2
Result After Alibi Refire	3	2	2	1	1			1	Total 9 shots	83.3

To make up the extra 2 unfired shots in the

1<sup>st</sup> string, the 2 lowest shot values from second string are used – ie 1x 7 & 1x Miss to add to first 8 shots.

Result Score after Alibi =

<b>X</b>	<b>10</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>0</b>
3	2	2	1	1			1

9 Hits with a final score of **83.3**.

**Snap Fire Alibi** – firing single or multiple shots during an exposure.

Problem: A shot, or multiple shots, not fired in the prescribed time due to an alibi.

Solution:

- Range or Pit Alibi (Disadvantaged): a shooter may accept the result of the string, otherwise:

- the target under contention will NOT be scored, and will be completely patched out without the shooter seeing the string of shots spotted,
- 2 additional sighters are awarded, if they were offered as part of the original string.
- the string is re-run and fired as normal,
- score of refired string stands (unless there is another alibi).

- Shooter (Malfunction) alibi: With the exception of compromising safety, such as hang-fire or miss-fire, etc, the shooter must clear the jam and continue on, making every effort to fire the remaining rounds in remaining exposures. If the malfunction takes place on the last exposure, 1 additional exposure will be given.

Where the stoppage was significant that the shooter could not continue before the end of the string, the RO will allow an additional exposure/s equal to the number of remaining rounds.



## RANGE SAFETY BRIEFING

- This announcement is considered to be your safety briefing.
- Competitors are responsible for being aware of the Match Program contents and all safety regulations contained in it along with the High Power Rulebook, AIHPA Rules, Match Directors Bulletins, SSAA rules, range rules and operations.
- I would like to highlight the following:
  - Keep all muzzles down range while on the firing line.
  - Do not go forward of the firing line until instructed to do so.
  - Stay and work within the boundaries of your firing point at all times.
  - Do not have your firearms on or beyond the firing line while anybody is down range or while the range is closed.
  - Never close your bolt on a loaded round until ready to shoot in the firing position and pointing at the stop butt.
  - While on the firing point, ensure the muzzle of your rifle is PAST the front of the mound.
  - If you have a problem on the line, keep your rifle pointed down range and raise your hand for assistance.
  - The use of Empty Chamber Indicators is required at ALL TIMES except while actually firing or during preparation time.
  - Report all accidents and calls to 000 to Range Officers.
  - All brass must be policed and disposed of in the appropriate manner.
  - Firearms should not be left unattended. Keep unattended vehicles, containing guns, locked.
  - While in the pits, the pit safety briefing and PO instructions must be strictly adhered to.

REMEMBER: SAFETY FIRST, LAST AND ALWAYS.

This concludes your safety brief.

Administrative items:

- It is the competitor's responsibility to make sure your score cards are completed before they are handed in – detailing shooter name, rifle spec, signature and scorer name detailed.
- Ensure all individual shot values for slow fire are transposed to the summary boxes before scoresheets are handed in.
- Ensure your grade cards are handed in before scores are posted at the end of the day. Do not leave without your grade card.
- Under no circumstances should you disturb the scorers.
- Failing to comply with the above could result in immediate disqualification.
- All disputes must be in writing and accompanied with the disputes fee of \$10, and put before the disputes committee. Disputes committee decision is final.

This concludes your administrative brief.



## **PITS BRIEFINGS**

### **PIT SAFETY BRIEFING**

- Attention in the pits.
- The pits are sealed, the pits are sealed.
- NO ONE will leave the pits without permission from the Pit Officer.
- While in the pits, all commands will come from the Pit Officer.
- While in the pits, you must follow all Pit Officer instructions.
- Do not put your head, hands or any other body part above the berm.
- There will be no horseplay in the pits.
- DO NOT hang on the target carriers.
- There are NO mobile phones, CD/AM/FM/MP3 etc players allowed while in the pits.
- NO ONE will move off the catwalk during live fire. You must stay between the wall and target carriers.
- In the event of a cease fire, ALL targets must immediately be pulled down into the pits – including hospital targets.
- On all questions and matters pertaining to the range and operations, the Chief Range Officer and the Chief Pit Officer have the final say.
- Ensure you have appropriate eye and ear protection.
- Remember, SAFETY FIRST, LAST AND ALWAYS.

This concludes your pit safety brief.

### **PIT GENERAL BRIEFING**

While in the pits:

- Except during slow fire marking, all targets will go up together, and all targets will come down together.
- It is your duty to give the best possible pit service to your competitors. If you give good pit service, you are entitled to receive good pit service.
- Before we begin, ensure your target is completely patched out and the value disc is removed.
- Ensure you have patches, 10 tees, 10 spotting discs, 1 value disc, score sheets and pen.
- If you inadvertently pull your target during live fire, immediately notify the Pit Officer.

This concludes your pit general brief.



## **PIT SLOW FIRE BRIEFING**

- Attention in the pits.
- This coming stage will be Slow Fire.
- Before we begin, ensure your target is completely patched out and the value disc is removed.
- Watch your target and the stop butt for impacts. After impact, immediately pull the target.
- Pulling, scoring, marking and putting the target back up should take no longer than 7 seconds – please make this happen.
- Have a patch for the PREVIOUS shot ready BEFORE the next shot is fired.
- You must have the value disc covering the value around the perimeter of target that represents the value of the shot spotted.
- If you become free, please assist anybody near you.
- When spotting BLACK & WHITE targets, ensure you use a white spotter in the black of target, and pink or black spotter in the white of target. Golf tees may be used anywhere.
- When spotting BLACK & YELLOW targets, ensure you alternate the spotting disc for each value starting with V=white, 5=pink, 4=white....and continue alternating. Remember, VW – V=White and alternate outwards.
- This concludes your slow fire brief. Competitors, stand by for live fire.



## **PIT RAPID FIRE BRIEFING**

- Attention in the pits.
- This coming stage will be Rapid Fire.
- Before we begin, ensure your target is completely patched out and the value disc is removed.
- Remember, all targets up together FAST, all targets down together – AT ALL TIMES.
- Timing begins FROM THE LAST TARGET UP.
- Do not pull targets until instructed to do so – excess time is acceptable, insufficient is NOT.
- When the targets are put up for rapid fire, step back from the carriers.
- There will be NO holding on to the carriers or ropes until you are instructed to “standby your target”.
- During firing, watch your target and count to verify the number of impacts.
- Please assist by stopping anyone near you who might attempt to pull a target prematurely.

Remember, “count them, don’t pull them”.

## **SCORING AND MARKING RAPID FIRE**

- When the command “Targets Down” is given, the targets must be immediately pulled down into the pits.
- You MUST count the number of holes in the target BEFORE inserting spotting discs.
- If you have more or less than 10 holes, DO NOT, I repeat DO NOT, insert anything into any holes. Call for a pit official.
- If you have 10 holes in your target, score the target BEFORE inserting spotting discs.
- If you have more than 10 holes in your target, the shooter gets the benefit of the highest value shots. More than 12 shots, please call a pit official.
- After scoring is complete, spot the shots and raise targets to half mast.
- Use small, or 1”, spotting discs. Golf tees may be requested for tight groups.
- When using spotting discs, ensure you use a white spotter in the black of target, and pink or black spotter in the white of target. Golf tees may be used anywhere.
- After scoring period is complete, after instruction from the PO, all targets down TOGETHER, completely patch out the target and put back to half mast or per instruction.
- This concludes your rapid fire brief. Competitors, stand by for live fire.



## **PITS & TARGETS OPERATIONS**

### **TARGET SETUP**

- All target frames and target faces should be installed so they:
  - are tight in carriers,
  - straight when presented,
  - secure to not suffer from wind or weather affects,
- All replacement centres, if being stapled, should have staples in each corner, and middle of each edge as a minimum. Too many staples is better than too few.
- All loose and incorrectly coloured patches should be replaced.
- Every target point should have:
  - clip board with pen,
  - value disk,
  - shot spotters - small discs (at some stage, a shooter may request golf tees),
  - target patches (various colours) (suggest have these attached to clip board).

### **RUNNING PITS - GENERAL**

- Pit officer has final say on all matters in the pits. Report to Event Director any harassment.
- Read safety brief every time entering the pits.
- Read general string brief at the change of every string type (before string starts).
- Keep all targets down (unexposed) until ALL targets are 100% ready to go.
- Ensure all required marker equipment and quantities needed are laid out and correct prior to starting (minimise stoppages).
- All targets go up and down together except during slow fire sighters and strings.
- Targets go up only when advised by RO (do not pre-empt this) at the start of prep time, strings and scoring. Targets go down on PO call when time has expired (prep time, rapid fire, etc) except for scoring period after the call from RO.
- Golf tees may be requested as spotting discs. Have them ready if needed.
- Always start with targets at half mast, except:
  - for MSD strings which start with targets all the way up, (pull targets when time expires),
  - for snap strings where targets are taken all the way down into the pit.
- All targets at half mast signify pits are ready. Until all targets are at half mast, the range will be waiting.
- Use the 3min prep time, when targets are exposed, to organise markers and equipment as the markers are not required to do anything during this 3min period (eg. read string briefing). This keeps the range running.



## **RUNNING PITS - TIMINGS**

- All timing is done in the pits by PO or as delegated.
- Remember, timings start from ZERO (not 1).
- Timings start from when the LAST TARGET is UP.
- NEVER short time an exposure. Too much time is better than too little. Under prescribed exposures may, and probably will, result in a re-shoot. This is a complete waste of time (minutes for seconds).
- If a re-shoot is required due to short time, don't complain about it, just get it done.

## **PITS SCORING**

- SLOW FIRE
  - Ensure value disc is used around perimeter of target to indicate previous shot value.
- RAPID FIRE
  - Pull all targets
  - Have markers count shots (checking for 10 hits)
    - insufficient or excessive hits, have marker notify Pit Officer.
    - PO must notify RO (if RO hasn't already notified PO of firing problem), insufficient rounds, possible cross fires, etc.
    - if excessive, consider cross-fires, so check targets either side.
      - if the excess shot is a cross-fire, check if shot can be identified (calibre).
  - If 10, or required number of, hits on target, then (in this order):
    - 1) score the target and note values on scoresheet (for relay to firing line)
    - 2) plug holes with spotting discs (consider colours)
    - 3) run target to half mast (signifies when ready)
  - No need to put all targets to half mast together. Half mast each target as it is ready.
  - When ALL targets at half mast, they are ready, and all targets go up TOGETHER for firers view.
  - Notify RO "Ready for Scores?" and wait for response before reading scores.
  - When reading scores, ALWAYS READ THE TARGET NUMBER first BEFORE ready the value hits. Read hits from top to bottom, calling zero for a value if no hits.
    - Example. X=4, 10=3, 9=1, 8=2, 7=0, 6=0, 5=0, so the following is called, "Target 1, pause, 4, 3, 1, 2 (no need to read out 0, 0, 0).  
Release 2-way PTT button in case RO needs score re-read.
  - LEAVE all targets up until RO advised there are NO protests and scoring is complete. When advised, pull all targets and clean out ready for next stage.



### **HANDLING RE-FIRES (ALIBIS)**

- There are 3 types of Alibis – Range Alibis, Pit Alibis, Shooter Alibis.
- Slow Fire alibis:
  - simply have the last shot, or an extra shot, re-fired, or additional time is authorised (amount of time depends on RO decision and is advised to PO).
- Rapid Fire alibis:
  - Range or Pit alibis:
    - the target after the previous string is completely patched without the shooter seeing the string of shots just fired,
    - 2 additional sighters are awarded,
    - the string is re-run and fired.
  - Shooter alibis, assuming insufficient rounds were fired and a re-shoot is not awarded:
    - the previous string is scored and the score is retained,
    - target is completely patched,
    - no additional sighters are awarded,
    - string is re-fired,
    - the worst shot values of the re-fired string are used to make up the balance of un-fired rounds of initial string,
    - the score relayed back to firing line is that which represents the shot values of:
      - all the shots from the first string,
      - the worst shots of the re-fire string (including misses) to total 10 scores.

### **MARKER RESPONSIBILITIES**

Ensure and remind markers:

- Have read or have been read the Pit Safety Briefing.
- Always start with targets cleaned out (patched) and value discs removed.
- If target is pulled accidentally, advise RO immediately.
- ALWAYS have a patch for previous shot ready before next shot is fired.
- When spotting shots:
  - Black and White targets: White spotter in Black, or Black/Pink spotter in White.
  - Black and Yellow targets: V=White, 5=Red, 4=White, 3=Red, 2=White, 1=Red.  
Remember, VW = V=White, then alternate out.
- Ensure equipment is not abused, and report all abuse or theft.
- Equipment broken, dropped in carrier ditch, dirtied, etc must be repaired or paid for.
- Preach safety and stay hydrated.

### **PITS PACKUP**

Before vacating the range, ensure:

- Store targets with surfaces alternating (face-to-face, and back-to-back).
- Ensure all loose equipment is packed into relevant boxes or crates in an orderly fashion.
- Check ownership of equipment (do not mix equipment between various owners).
- Double check after packup to ensure there is nothing left behind.
- Leave no litter or rubbish.



## RANGE TO PITS COMMUNICATIONS

CLEAR AND CONCISE COMMUNICATION BETWEEN PITS AND FIRING LINE IS MANDATORY FOR SUCCESS. Common examples:

MESSAGE TO RANGE OFFICER	ACTION BY	ACTION REQUIRED
<b>“NO SPOTTING DISK, TARGET...”</b>	PIT OFFICER  PIT TARGET MARKER	No spotting disk visible in target. Order Target # ... no spotting disk visible.  Lower target, put spotting disk in last shot hole, ensure value disk corresponds with last shot and raise target.
<b>“NO VALUE DISK, TARGET...”</b>	PIT OFFICER  PIT TARGET MARKER	No value disk visible in target. Order Target # ... no value disk visible.  Lower target, put value disk in to correspond with last shot and raise target.
<b>“CHALLENGE VALUE INDICATED ON TARGET ...”</b>	PIT OFFICER  PIT TARGET MARKER	Spotting disk disagrees with signalled value or value disk not visible on target. Order Target # ... marker to check value of last shot.  Pull target, check value of last shot, make corrections if required, ensure value disk corresponds with last shot and raise target.
<b>“EXAMINE FOR A HIT TARGET ...”</b>	PIT OFFICER  PIT TARGET MARKER	A shot has be fired, but the target has not been pulled, or the last shot and value has not been indicated. Order Target # ..., examine for a hit.  1. Pull target, check target carefully for a hit. 2. If a hit, mark as normal. 3. If no hit, patch out last shot, and signal miss value. 4. Raise target.

Other commands may be such as repairing target, using smaller spotting discs (eg. golf tees), etc.

The aim is to keep commands as short and concise as possible, but not compromising clear communication, and getting the correct message across.



## International Match Course

The International Match Course is a very popular match that is shot at many major shooting tournaments and championships. This is a 50 round match, including 4 strings each with 2 sighters, totalling 58 rounds.

Position	Shots	Type of Fire	Distance	Target
<b>Standing</b>	<b>2+ 10</b>	<b>Slow Fire (Application) – 10min</b>	<b>200</b>	<b>SR</b>
<b>Sitting or kneeling (from standing)</b>	<b>2+ 10</b>	<b>Rapid Fire – 60sec</b>	<b>200</b>	<b>SR</b>
<b>Prone (from standing)</b>	<b>2+ 10</b>	<b>Rapid Fire – 70sec</b>	<b>300</b>	<b>SR-3</b>
<b>Prone</b>	<b>2+ 20</b>	<b>Slow Fire (Application) – 20min</b>	<b>600</b>	<b>MR-1</b>

Note. All strings may be shot at reduced distances by using reduced targets.  
Each string begins with a 3 minute preparation period. During this time, the shooters may handle the rifle, remove the ECI, insert the bolt and dry fire, make adjustments, etc. Unless during prep time or during the string, the ECI must be inserted in the rifle.

String 1      200 yards/metres                      Total of 12 Rounds                      STANDING

- Shot on 4'x4', 3" X-ring "SR" target with 13" aiming mark,
- All shots fired from the standing/off-hand position,
- No sling usage allowed (during this standing string only) (put sling in parade position),
- 2 non convert sighters then 10 shots to count, slow fire (application) - 12 minute time limit,
- Single round loading only, and closed bolt on loaded round when pointing at stop butt,
- Each shot is individually marked/spotted and the score value is indicated,
- Each shot values are indicated to the firing line and recorded by scorer, or as arranged.

String 2      200 yards/metres                      Total of 12 Rounds                      SITTING

- Shot on 4x4', 3" X-ring "SR" target with 13" aiming mark,
- 2 non convertible sighters, in 2 minutes. Sighters must be shot in prescribed position.
- 10 shots to count, rapid fire within 60 second time limit (scoped internal mags – additional 10sec),
- Mandatory reload after 5th shot inclusive during the counting 10,
- All shots fired from the sitting position:
- Start from the standing position, holding rifle with magazine loaded (5 rounds max) and bolt open,
- When target appears, adopt the firing position, then close bolt and engage target,
- Action MUST remain open until adopting the firing position,
- At conclusion of string, all shots are spotted with discs and exposed to shooters,
- Each shot value is relayed to the firing line and recorded by a scorer, or as arranged.

String 3      300 yards/metres                      Total of 12 Rounds                      PRONE

- Shot on 4x4', 3" X-ring "SR-3" target with 19" aiming mark,
- 2 non convertible sighters, in 2 minutes. Sighters must be shot in prescribed position.
- 10 shots to count, rapid fire within 70 second time limit (scoped internal mags – additional 10sec),
- Mandatory reload after 5th shot inclusive during the counting 10,
- All shots fired from the prone position:
- Start from the standing position, holding rifle with magazine loaded (5 rounds max) and bolt open,
- When target appears, adopt the firing position, then close bolt and engage target,
- Action MUST remain open until adopting the firing position,
- At conclusion, all shots are spotted with discs and exposed to shooters,
- Each shot value is relayed to the firing line and recorded by a scorer, or as arranged.

String 4      600 or 400 yards/metres                      Total of 22 Rounds                      PRONE

- If 600, then shot on 6x6', 6" X-ring "MR-1" target with 36" aiming mark,
- If 400, then shot on 4x4', SR-3 target (same as 300)
- All shots fired from the prone position,
- 2 non convert sighters then 20 shots to count, slow fire (application) - 22 minute time limit,
- Single round loading only, and close bolt on loaded round when pointing at target,
- Each shot is individually marked/spotted and the score value is indicated,
- Each shot values are indicated to the firing line and recorded by scorer, or as arranged.

\* \* \* End Of Course \* \* \*



## Vintage Service Match Course

This course was created for Vintage (spec 1) bolt action rifles. VMC event may allow for any rifle spec - each event program should be consulted for details.

Position	Shots	Type of Fire	Distance	Target
<b>Any Position</b>	<b>5</b>	<b>Slow Fire Sighters</b>	<b>200</b>	<b>SR</b>
<b>Prone</b>	<b>10</b>	<b>Slow Fire (Application) - 10min</b>	<b>200</b>	<b>SR</b>
<b>Prone (from standing)</b>	<b>10</b>	<b>Rapid Fire - 70sec</b>	<b>200</b>	<b>SR</b>
<b>Standing</b>	<b>10</b>	<b>Slow Fire - 10min</b>	<b>200</b>	<b>SR</b>
<b>Sitting (from standing)</b>	<b>10</b>	<b>Rapid Fire - 70sec</b>	<b>200</b>	<b>SR</b>

Each string begins with a 3 minute preparation period. During this time, the shooters may handle the rifle, remove the ECI, insert the bolt and dry fire, make adjustments, etc. Unless during prep time or during the string, the ECI must be inserted in the rifle.

The following course of fire takes place at 200yards on the SR target.

Sighting Note: These are the ONLY sighters allowed for this course.

- 5 shots in any field position in 5 minutes,
- Single round loading only,
- Each shot is individually marked/spotted and the score value is indicated.

String 1 PRONE - SLOW FIRE

- 10 shots to count, shot within a 10minute period,
- Single round loading only,
- Each shot is individually marked/spotted and the score value is indicated.

String 2 PRONE, from standing – RAPID FIRE

- 10 shots to count, rapid fire within 70 second time limit,
- Start from the standing position, holding rifle with magazine loaded (5 rounds maximum) and bolt open,
- When target appears, adopt the firing position, then close action and engage target,
- Mandatory reload after 5th shot inclusive during the counting 10,
- At conclusion, all shots are spotted with discs and exposed to shooters,
- Each shot value is relayed to the firing line and recorded by a scorer, or as arranged.

String 3 STANDING – SLOW FIRE

- 10 shots to count, shot within a 10minute period,
- No slings allowed during standing,(during this standing string only) (put sling in parade position)
- Single round loading only, close bolt when pointing at stop butt.
- Each shot is individually marked/spotted and the score value is indicated.

String 4 SITTING, from standing – RAPID FIRE

- 10 shots to count, rapid fire within 70 second time limit,
- Start from the standing position, holding rifle with magazine loaded (5 rounds maximum) and bolt open,
- When target appears, adopt the firing position, then close action and engage target,
- Mandatory reload after 5th shot inclusive during the counting 10,
- At conclusion, all shots are spotted with discs and exposed to shooters,
- Each shot value is relayed to the firing line and recorded by a scorer, or as arranged.

\* \* \* End Of Course \* \* \*



## Tactical Match Course "Slow & Snap"

This is a local Australian addition for use at shooting events, but using common string techniques and targets.

Position	Shots	Type of Fire	Dist.	Target
<b>Prone Supported</b>	<b>5</b>	<b>Slow Fire Sighters</b>	<b>400 or</b>	<b>X-Ring</b>
<b>Prone Supported, from standing</b>	<b>10</b>	<b>Deliberate – 3min</b>	<b>400 or</b>	<b>X-Ring</b>
<b>Prone Supported</b>	<b>10</b>	<b>Snap Fire – 5x 6sec exposures</b>	<b>400 or</b>	<b>X-Ring</b>

The match begins with a 3 minute preparation period. During this time, the shooters may handle the rifle, remove the ECI, insert the bolt and dry fire, make adjustments, etc. Unless during prep time or during the match, the ECI must be inserted in the rifle.

### Notes:

- Distances shot for this course may change at the discretion of host club.
- The target used at a distance is that designed for the distance being shot.
- Prone, supported (front rest only). Rest must comprise of bipod or a "field" style rest (sleeping bag, sand bag, etc). No special shooting rests (such as a benchrest pedestal) is allowed.
- No marking of shots during or between match phases.

**BEFORE START:** Place 15 rounds on the firing line.  
All other ammo must be at least 5m behind you, either stacked, boxed, in stripper clips, in magazine, etc.

**Sighting** Total of 5 Rounds SLOW

- 5 non convertible sighters - 5 minute time limit,
- Single round loading only (for sighter period),
- Each shot is individually marked/spotted.

**Phase 1 DELIBERATE**

- Start from the standing position, holding an unloaded rifle,
- When target appears, adopt the firing position, load and engage the target,
- 10 shots to count, Deliberate, in a time limit of 3 minutes (targets remain up),
- Single round or magazine loading,

As soon as shooter has completed firing the deliberate phase and prior to snap phase, with the rifle remaining on the ground, action open, pointing up range, the shooter may break out of position and retrieve the remaining required rounds from bundle behind the firing line, and load before next phase.

Phase 2 commences between 30 seconds to 1 minute after Phase 1, from targets down. Between phases 1 & 2, pits must check targets for excessive hits. Any targets with excessive hits must be relayed back to the RO after match is complete but prior to the groups and scores period.

**Phase 2 SNAP**

- 10 shots to count,
- 5x target exposures, each of x seconds, 5 to 30 seconds between exposures.  
(Note: x exposures – 300-400m = 6sec, 500 & 800m = 8sec),
- Single round or magazine loading,
- NO marking of shots between snap exposures.

Targets are marked and scored for 20 shots at the end of Phase 2.  
Firing view to shooters is given and scores are relayed to firing line and recorded.

\* \* \* End Of Course \* \* \*



## Australian Service Match Course AKA, "Application, Rapid and Snap"

Position	Shots	Type of Fire	Distance	Target
<b>Prone (Unsupported)</b>	<b>2+ 10</b>	<b>Slow Fire Application - 6min</b>	<b>300</b>	<b>Type B, 4x4</b>
<b>Prone (Unsupported)</b>	<b>2+ 2 x5</b>	<b>Rapid Fire – 30, 30, 30</b>	<b>300</b>	<b>Type B, 4x4</b>
<b>Prone (Unsupported)</b>	<b>2+ 10</b>	<b>Snap Fire - 3sec per exposure</b>	<b>300</b>	<b>Type B, 4x4</b>
<b>Sitting (Unsupported)</b>	<b>2+ 2 x5</b>	<b>Rapid Fire – 30, 30, 30</b>	<b>200</b>	<b>Fig. 11</b>
<b>Sitting (Unsupported)</b>	<b>2+ 10</b>	<b>Snap Fire - 3sec per exposure</b>	<b>200</b>	<b>Fig. 12</b>
<b>Standing (Unsupported)</b>	<b>2+ 10</b>	<b>Snap Fire - 3sec per exposure</b>	<b>100</b>	<b>Fig. 12</b>

String 1 300 yards/metres Total of 12 Rounds PRONE - SLOW FIRE (APPLICATION)

- Shot on 4x4', Type B target with Fig 12 aiming mark.
- Prone, unsupported.
- 2 non convertible sighters. After sighters, carry on with record shots...
- 10 shots to count, slow fire (application) - 12 minute time limit.
- Single round loading only.
- Each shot is individually marked/spotted and the score value is indicated.
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged.

String 2 300 yards/metres Total of 12 Rounds PRONE - RAPID FIRE

- Shot on 4x4', Type B target with Fig 12 aiming mark.
- Prone, unsupported.
- 2 non convertible sighters, fired in 2 minute time limit.
- 10 shots to count, rapid fire.
- 5 shots fired in exposure of 30 seconds. Targets off for 30 seconds for reload. Targets reappear for 30 seconds for remaining 5 rounds.
- start at the load (load 5 rounds only), action, instant state.
- on "watch and shoot" command, engage target with 5 rounds for first exposure of 30sec,
- reload 5 rounds during 30 sec target away period,
- Be ready for 2nd exposure of 30 sec, and engage with 5 rnds targets when they appear,
- At conclusion, all shots are counted, spotted with discs and exposed to shooters (firers view),
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged while hits are radioed back to the firing line, or shown on bimo board.

String 3 300 yards/metres Total of 12 Rounds PRONE - SNAP FIRE

- Shot on Figure 12, target.
- Prone, unsupported.
- 2 non convertible sighters, fired in 2 minute time limit.
- 10 shots to count, snap fire.
- 10 exposures of 3 seconds with 5-15 seconds between exposures.
- start at the load (may load 10 rounds if capable), action, instant state,
- on "watch and shoot" command, engage each target with 1 round,
- At conclusion, all shots are counted, spotted with discs and exposed to shooters (firers view),
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged while hits are radioed back to the firing line, or shown on bimo board.

String 4 200 yards/metres Total of 12 Rounds SITTING - RAPID FIRE

- Shot on Figure 11, target.
- Sitting, unsupported.
- 2 non convertible sighters, fired in 2 minute time limit.
- 10 shots to count, rapid fire.
- 5 shots fired in exposure of 30 seconds. Targets off for 30 seconds for reload. Targets reappear for 30 seconds for remaining 5 rounds.
- start at the load (load 5 rounds only), action, instant state.
- on "watch and shoot" command, engage target with 5 rounds for first exposure of 30sec,
- reload 5 rounds during 30 sec target away period,
- Be ready for 2nd exposure of 30 sec, and engage with 5 rnds targets when they appear,
- At conclusion, all shots are counted, spotted with discs and exposed to shooters (firers view),
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged while hits are radioed back to the firing line, or shown on bimo board.



## Australian Service Match Course (cont...)

String 5 200 yards/metres Total of 12 Rounds SITTING - SNAP FIRE

- Shot on Figure 12, target.
- Sitting, unsupported.
- 2 non convertible sighters, fired in 2 minute time limit.
- 10 shots to count, snap fire.
- 10 exposures of 3 seconds with 5-15 seconds between exposures.
- start at the load (may load 10 rounds if capable), action, instant state,
- on "watch and shoot" command, engage each target with 1 round,
- At conclusion, all shots are counted, spotted with discs and exposed to shooters (firers view),
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged while hits are radioed back to the firing line, or shown on bimo board.

String 6 100 yards/metres Total of 12 Rounds STANDING - SNAP FIRE

- Shot on Figure 12, target.
- Standing, unsupported.
- 2 non convertible sighters, fired in 2 minute time limit.
- 10 shots to count, snap fire.
- 10 exposures of 3 seconds with 5-15 seconds between exposures.
- start at the load (may load 10 rounds if capable), action, instant state,
- bolt must only be closed when pointing at stop butt,
- on "watch and shoot" command, engage each target with 1 round,
- At conclusion, all shots are counted, spotted with discs and exposed to shooters (firers view),
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged while hits are radioed back to the firing line, or shown on bimo board.

\* \* \* End Of Course \* \* \*



## Australian MSD 3PRB Match Course

Position	Shots	Type of Fire	Distance	Target
Prone (Unsupported)	5	Deliberate Fire - 1min	300	Type C, 4x4
Prone (Unsupported) Sitting (Unsupported)	5 5	Deliberate Fire - 2min	200	Type C, 4x4
Prone (Unsupported) Sitting (Unsupported) Standing (Unsupported)	5 5 5	Deliberate Fire - 4min	100	Type C, 4x4
Prone (Unsupported) from standing	2 x5	Rapid Fire – 50 sec	100	Type C, 4x4
Prone (Unsupported) from standing	2 x5	Rapid Fire - 50 sec	100	Type C, 4x4

There are NO sighters prior to or during this match.

Match begins with a 3 minute preparation period. During this time, the shooters may handle the rifle, remove the ECI, insert the bolt and dry fire, make adjustments, etc. Unless during prep time or during the string, the ECI must be inserted in the rifle. There is no additional prep time during the course of fire walk-down.

String 1 300 yards/metres Total of 5 Rounds PRONE - DELIBERATE

- 5 shots to count, prone, deliberate fire, fired in a time limit of 1 minute.
- Single round or magazine loading.
- start at the load, action, instant state. Loaded rifle must point at stop butt at all times.
- on the "commence fire" command, engage target.
- start with targets in the air.
- Targets remain up in position during string and pulled when time expires.
- Targets are marked and scored at end of string. A firers view is given.
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged.

String 2 200 yards/metres Total of 10 Rounds PRONE & SITTING - DELIBERATE

- 10 shots in total, deliberate fire, fired in a time limit of 2 minutes.
- 5 shots fired prone, and 5 shots fired sitting or kneeling, fired in any order - change positions with bolts open and chamber empty.
- start at the load, action, instant state. Loaded rifle must point at stop butt at all times.
- on the "commence fire" command, engage target.
- Single round or magazine loading.
- start with targets in the air.
- Targets remain up in position during string and pulled when time expires.
- Targets are marked and scored at end of string. A firers view is given.
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged.

String 3 100 yards/metres 15 Rounds PRONE, SITTING, STANDING - DELIBERATE

- 15 shots in total, deliberate fire, fired in a time limit of 4 minutes.
- 5 shots fired prone, and 5 shots fired sitting or kneeling, 5 shots standing (offhand), fired in any order - change positions with bolts open and chamber empty.
- start at the load, action, instant state. Loaded rifle must point at stop butt at all times.
- on the "commence fire" command, engage target.
- Single round or magazine loading.
- start with targets in the air.
- Targets remain up in position during string and pulled when time expires.
- Targets are marked and scored at end of string. A firers view is given.
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged.

String 4 100 yards/metres 10 Rounds PRONE from Standing - RAPID FIRE

- 10 shots in total, rapid fire, fired in a time limit of 50 seconds.
- load 5 rounds into the rifle and leave the action open.
- string starts with targets in the air.
- place the rifle on the ground, pointing up range and stand up behind the rifle.
- on the "fire" command, adopt the prone (firing) position with rifle, close the bolt and engage.
- close bolt when pointing at stop butt,
- Targets remain up in position during string and pulled when time expires.
- Targets are NOT scored, but returned into the air ready for the 2nd string string.

String 5 100 yards/metres 10 Rounds PRONE from Standing - RAPID FIRE

- Repeat of string 4.
- Targets are marked and scored at end of string for 20 shots. A firers view is given.
- Scoring is carried out on the firing line by a scorer, competitor or other as arranged.

\* \* \* End Of Course \* \* \*

