.22 Rifle Championship - Sunday September 16th @ Drums at 10:00am

Course of fire

The competition will consist of three matches (Precision, Timed and Precision 1, Practical). Total possible score 1000 (90X). Number of rounds required, 110. Targets will include PL-8, club precision target, small bore mini (practical) rifle target & Nesscc race track target.

Match 1: Precision (40 rounds)

Targets and scoring PL-8 & club target. Total match score 400 (40x)

Practice 1 100yds, 10 shots sitting prone, elbows only in contact with bench, 5

min, PL-8

Practice 2 75yds, 10 shots prone, 5 min, PL-8 Practice 3 50yds, 10 shots prone, 5 min, club target

50yds, 5 shots sitting or kneeling, 3 min, club target 50yds, 5 shots standing, 3 min, club target.

Match 2: Timed & Precision 1 (50 rounds)

Targets and scoring Nesscc Race track. Total match score 500 (50X)

Ready position Rifle loaded and made ready in shoulder and pointing at 45 degrees

down range. Times to include any necessary reloading. Rifle to return to ready position between exposures. All practices to be shot

from standing.

Practice 1 50yds, 1 x 100 second exposure, 10 shots

50yds, 1 x 60 second exposure, 10 shots

Practice 2 25yds, 12 shots in two strings of 6 in 120 seconds.

Practice 3 15yds, 6 x 2 second exposures. One shot per exposure (repeated)

Practice 4 10yds, 3 x 3 second exposures. Two shots per exposure.

Match 4: Practical (20 rounds)

Targets and Scoring 2 x mini rifle targets. Total match score 100

Practice 1 25 yds, Start standing, rifle loaded (bolt forward on empty

chamber) but NOT made ready. On edging of target adopt

kneeling position, make ready and take aim. On target exposure, 5

shots in 6 seconds on LH target

Practice 2 25yds, weak shoulder, standing. 5 shots on RH target in 8 seconds

from the weak shoulder. Ready position is rifle in shoulder at

45degrees pointing down range.

Practice 3 50 yds 'freestyle'. 10 shots in 16 seconds, 5 shots on LH and 5

shots on RH target. The targets may be engaged from standing, kneeling or prone. The shooter must indicate as to which position they will adopt before the start of the practice and will be squadded accordingly. Start position for standing or kneeling is standing loaded but NOT made ready and rifle held at waist height pointing down range. On the exposure of the target, standing shooter makes ready and engages targets; kneeling shooter adopts kneeling position, makes ready and engages target. Prone shooter starts standing with rifle unloaded and placed on firing point with loaded magazine or ammunition adjacent and demonstrably separate to the rifle. On target exposure, the competitor drops to prone, loads, makes ready and engages target. Note, special squadding

conditions will apply for this practice only.

Notes:

- 1. A <u>different</u> rifle may be used for each match but the <u>same</u> rifle must be used for all practices within a match
- 2. Slings are allowed in Match 1 only. No other artificial support is allowed.
- 3. Any sights may be used but lasers are not allowed.

- 4. All members are welcome to take part. Probationary members may shoot under supervision. Special provision for disabled (disability shooters) will be made (this does not apply to those who merely find it uncomfortable to kneel or go prone).
- 5. Scoring: Inward scoring. A shot hole, the leaded edge of which comes in contact with the outside of the bullseye or scoring rings of a target is given the higher value. A scoring overlay gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring.
- 6. In case of keyhole or tipped shots the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
- 7. Shots fired while the target is in motion will be scored as hits provided the greatest horizontal dimension of the bullet hole measures no more than one and one-half (1½) times the diameter of the bullet.
- 8. Visible hits and close groups. As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of **3 or more shots** are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.
- 9. Sign in 10:00am, Competitors Briefing 10:20am.
- 10. Cost £5-00

Match Director Liam Sharkey