



Wellington Service Rifle presents:

.22 Semi Auto Day 2020 + Sniper 200

To be held at Kaitoke range, Sunday 21st June 2020. Range fee \$15.00

MD: ?? RO ??

Set up: 08:30. Range briefing 09:30. Match start: 09:45.

Any Semi Auto .22 within the new 10 rd mag rules

Match 1: Speed Trinity

- Start Position:** Standing, Sitting, Prone
Rifle: Loaded ready to fire
Rounds: 15 rounds in 3 magazines
Match: On whistle shoot 5 rounds standing, Move to kneeling, squatting or sitting position load second magazine of 5 rounds and engage target. Move to prone load last mag and fire last 5 rounds.
Time: 60 seconds
Target: Fig 12 A4 size at 50yards
Score: 75 points

Match 2: Sitting Semi Rapid

- Start Position:** Standing down to Sitting
Rifle: Loaded with Safety on
Rounds: 10 rounds in 1 or more magazines
Match: On command move to sitting position, turn rifle to action and engage target with 10 rounds
Time: 30 seconds
Target: Figure 12 A4 size at 50 yards
Score: 50 points

Match 3: Standing Semi Rapid

- Start Position:** Standing rifle loaded on empty chamber
Rifle: Loaded with Safety on
Rounds: 10 rounds in 1 or more magazines
Match: On command charge rifle and engage target with 10 rounds
Time: 25 seconds
Target: Fig 12 A4 size at 50 yards
Score: 50 points

Match 4: Reload Rapid

- Start Position:** Standing facing away 2 meters from mat
Rifle: Bolt closed magazine out. Standing facing away 2 meters from rifle.
Rounds: 20 rounds. 2 magazines of 10 rds maximum (can have 4 magazines of 5)
Match: On command turn, drop to prone position, load and charge rifle and engage target with first magazine. Reload and continue engaging target until told to cease fire or 20th round fired.
Time: 30 seconds
Target: Fig 12 A4 size at 50 yards
Score: 100 Points

Match 5: .22 Kaitoki Turn Around

- Start Position:** Standing to prone.
Rifle: Rifle loaded on the ground
Rounds: 20 rounds. Multiple magazines
Match: On command drop to prone position. Engage figure 12 at 100 yards in time allowed.
Time: 20 seconds
Target: Figure 12
Score: 100 points Max.

Winners

- Overall winner is best score combined out of matches 1 to 6 . 2nd place writes match report.
- If you don't have .22 or do own a .22 please bring additional ammo and lend people your rifle(s).

SNIPER 200

Any bolt action rifle, any sights (optics advised), bipods, sandbags, slings and spotting scopes. Depending on the weather these will be shot off the bench or from the grass embankment to the left of the benches.

1. MG nest on clifftop

**At 200 yds a Fig 12 partly obscured by a no shoot
5 x 8 second exposures. 2 rounds per exposure
Start prone with hot rifle
Only V's count**

2. Sniper in Church Tower

**At 100 yds 2 x steel plates to be shot first
At 200 yds on A4 sized Fig 12 target
Maximum 10 rds
Time 2 minutes. Start prone with hot rifle.
Plates must be flat on the ground and counted as a V**

**Matches shot consecutively and scores added together
to determine winner**