



July 2nd Kaitoke NZDA range
08:00 setup Sighting in 08:30 to 09:15 Matches starts at 09:30
MD: Gerry. CRO: Jamie
Round count: Lots

Match 1. Application

In celebration of the state of US politics and it introducing us alternate facts as a "thing" this will be a standing application. 10 rounds in 2 minutes. **1x Fig 12. 120 seconds**



Match 2. Officers & MuPPetS.

Enough of the slow stuff! Action M with a twist. Start standing with rifle on mat, magazine inserted, loaded with up to 8 rounds, bolt closed on empty chamber, Garands have loaded chamber and safety on.

On command:

- Engage fig 12 thus: drop to prone fire 3 rounds, change to standing fire 3 rounds, drop sitting/kneeling fire 2 rounds, reload with 8 rounds and fire 1, change to standing fire 3 rounds, change to prone fire 3 rounds.
- Both plates must be down for Fig 12 score to count and can be engaged from standing only at any stage.
 Fig 12 = best 8 hits, Plates = 5 pts each.

24 rounds max. Semi autos 75 seconds, cycling impaired 90 seconds. 2 x Plates 1 x Fig 12,

Match 3. SANDS OF IWO JIMA

Run Forest runnnnn. Start prone, rifle loaded with 5 rounds. Extra ammo in supplied ammo can in clips or mags of no more than 8 rounds each.

- On command engage Fig12 at 100 yards with 5 rounds within 20 seconds. Clear rifle, stay in prone positon. On 2nd command run to the 100-yard mound, climb to top, open ammo box and identify allocated plate colour and Huns head (Fig 14) number then engage. Unlimited rounds Time: 20secs + 85secs (cycling impaired will get a head start).
Score: Plate down = 5 points, Fig12 = as per hits, Fig14 =5 points per hit (max 5).

1 x Fig 12, 1 x Fig14, 5 x steel plates. Max points 75

Match 4. BACK IN BLACK: AR15 match.

Stand tall and shoot like a man: Start 2 metres from mat facing away from targets.

Rifle staged on mat with magazine out, bolt closed on empty chamber, all ammunition loose on mat.

- On command turn, load magazine and engage Fig12 from standing. Only Vs and 5s count. One point deducted from score for each hit outside V or 5, 2 points deducted for each round left in rifle and magazine.

Unlimited ammo: 1 x Figure 12, 60 seconds



Match 5. 17th Parallel: Best M1 Garand and M14 type rifles.

Crank it up! Start standing alert: Loaded rifle with safety on.

- On Command, engage Fig12 from standing position. Continue until command then adopt kneeling, continue to engage until command then adopt prone, continue to engage until cease fire command.

Commands will be approx. at 20; 15; and 10 seconds. **(45 seconds total)** No pauses for reloading or M1 thumb sufferers. A Cat shooters get a 5 second head start.

1x Figure 12 scored as per 15 best hits. Yes, you can shoot this twice.

Match 6. WAR BABY: M1 Carbine match.

KP: Start seated on the 50 yard line with spud and peeler in hand. Rifle staged on mat with magazine of ten rounds inserted, bolt closed on an empty chamber. Second magazine of 10 rounds behind you at the 100-yard mound.

- On command, commence peeling until whistle, drop spud, pick up rifle and engage 3 x Fig 14s until empty, safe then drop rifle on ground, retrieve second magazine, return to 50 yd. mound, reload and reengage. Finish peeling spud. All Fig 14s must have at least one hit for total score to count.

90 seconds. 3 x figure 14s. Hits =v or 5. Crap peeling job = -10 points.

Match 7. TRENCH BROOM:

The quick and the leaded! 10x shotgun speed plates at 10 -15 yards. Start with 6 rounds loaded. Lead shot only. 12x lead birdshot max. Score is calculated IPSC style (time/score) **Max score 50 points**

Match 8. JEFF COOPER SPECIAL .45 ACP PISTOL MATCH.

Modified El Presidente

Start standing, pistol in condition 2 (mag in, chamber empty) held at the 45 loaded with 7 rounds. On command action pistol and engage three IPSC targets with 1 rd. on T1, 2 on T2 and 3 on T3, reload and reengage in reverse order so as to have four hits on each target. 2x 7 round magazines maximum.

Scored as time + misses+ procedural (E.g. shooting out of sequence is +5 seconds per round) If it's too wet, we will go to steel plates

Trophies

- **BOA** trophy is matches; 1, 2, 3 and 7.
- Back in Black AR15: Match 4
- M1 Carbine: Match 6.
- Garand: Match 5.
- M14: Match 5.
- .45 Trophy: Match 8
- Marine Trophy: Best .30 cal service score for BOA.

All trophies are for IRON sighted service class rifles only but the shoot is open to all firearms

Non-service class will compete for Best Iron or Best Optic trophies that are open to all firearms.

- In any class, muzzle breaks are not permitted as they distract others in the squad and may cause you a smack in the ear from your neighbours in return. Flash hiders and suppressors are OK
- **Any full power, non penetrator cored ammo permitted.**
- If you wish to shoot the .45 match bring \$7 cash (ammo is anywhere from 0.40 up per round) to pay the owner of the pistol for ammo. The match is for duty class pistols only, there is no open class
- Shotguns should be of military/duty type, no IPSC intended guns permitted such as the Remington Versamax (yes John, the tactical model is ok).
- Side-saddles permitted, otherwise loading from pocket or looped type belt only. **Lead shot only.**
- We will start with the shotgun and pistol matches as they take the longest.

Hotdogs and tea/coffee provided.

MD and CRO reserve the right to change details to better suit the day, and to apply handicaps as required for shite attitudes.

Anyone seen not having fun can go listen to Chris Cahill speeches on endless loop all day.

Email gedznz@gmail.com with questions

