

BEST OF ANYTHING

Sunday July 7th 2019

Set up from 8.00am

Sighting in 8.30am to 9.30am

MD Steve B, ROs to be volunteered on the day, Scorer John J



Bring it on people! It's going to be cold, probably wet and certainly wild. You've had it easy and soft for too long! We can promise you nothing but warm barrel(s) and a good COF. Only you can determine whether you have a good time or not. So, bring your favourite toy, as much ammo as you can sneak past the Mrs. and join us for Best of Anything at Kaitoke.

Time to put the crying and arguments aside and prove which team of rifle and shooter is best.

Don't thank us yet, you b*****ds are going to earn it.

motivational shooter - Jamie F inspired

Match 1. BANZAI!

Targets - Fig 12 and Huns head

Position - Standing

Ammo - unlimited magazines or clips of no more than 8 rounds each.

Range - 100 yards

Start position - Standing alert - loaded safety on.

Only V bulls count on Fig 12 Any hit on Huns Head is a 5

75 seconds

Match 2. SANDS OF IWO JIMA

Start position - Prone. Rifle - loaded with up to 8 rounds. Extra ammo in supplied ammo can in clips or mags of no more than 8 rounds.

On whistle engage Fig 12 at 100 yards with 8 rounds. Clear rifle

From Standing position, on command run to the 100 yard mound, climb to top, open ammo box and identify allocated plate colour and Huns head number (max of 5 shots to be scored on Huns head target). Unlimited rounds

Time. - 40secs + 90secs

Targets; 1 x Fig 12, 1 x Huns Head, 5x steel plates.

Score; Plate down 5 points, Fig 12 as per hits, 5 points per hit on Huns head (max x 5).

Decrepit or infirm will be allowed a head start on run down at MD discretion

Match 3. BACK IN BOLT Full Metal Jacket.

Start Position; Rifle on mat, mag out, action closed on empty chamber. Shooters start in car park at rear of rifles. On whistle run to rifle, load and engage Fig 12 from standing position with mags of no more than 5 rounds each. 15 rounds required so 3 x 5 round mags or clips

Time; 75 seconds

Scoring; Any unfired or misses are less 3 points.

Match 4. PORK CHOP HILL Kaitoke turn around in memory of Garands and M14s

Start; standing facing away 2 meters from mat. Rifle; Loaded with up to 8 rds on mat with safety on, additional ammo in mags or clips. On whistle, drop prone and fire until cease fire is called. Unlimited ammo.

Time 40 seconds

Target; Fig 12

Score; As per hits.

Match 5 SPEED TRINITY

Start; Standing with hot rifle. Ammunition; 3 x mags or clips of 5 rounds each.

Position; Standard trinity positions, 5 rounds per position.

Shot as a serial with no breaks. Reload only when in position to do so.

75 seconds.

Scored as per hits on Fig 12.

Match 6. BASTOGNE in memory M1 Carbine. (.22 Semi-Auto Standalone match)

Start standing unloaded. On command load a magazine of not more than 10 rounds. Fire 5 rounds standing and 5 sitting with master hand. Reload with a magazine of not more than 10 rounds and repeat match weak hand only, 5 rounds standing and 5 sitting

Range; 100 yards.

Time;120 seconds.

Match 7 TRENCH BROOM The quick and The Lead!

Shotgun speed plates x 5, usual format. Start with 6 rounds loaded. Lead shot only.

Max points 25 for fastest time, rest score as a proportion.

Any bolt action rifle scoped or iron sighted of "service calibre" is suitable -223, 308, 7.62x54, 7.62x39 etc

Shotgun is a semi or pump action with a tube mag holding no more than 5 rounds

Trophies for :

Overall highest score on the day (Matches 1-5 + 7)

Best .30 cal score - Marine Trophy

Best Optics V count

Best Iron Sight V count

.22 M1 Carbine trophy (Match 6)