

Best of Commonwealth COF

Sunday 27th March 2022

Sighting in 8.30am-9.30am. Competition starts 9.45am

Kaitoke Range

R.O & M.D TBC

1) Cassino

Prone, 10 rounds in 2 minutes on a figure 12. Slings allowed

2) Trinity

Standing, sitting, and prone. 3 clips or magazines of 5 rounds. 60 seconds in each position.

3) Advance to contact

- Start prone at 100 yards, 5 rounds in your magazine, and the bolt closed on an empty chamber. On command you have 25 seconds to fire your 5 rounds.
- Load 5 rounds in your magazine, and close the bolt closed on an empty. On command you have 35 seconds to advance to the 75 yard line and fire your 5 rounds from the kneeling or sitting position
- Load 5 rounds in your magazine, and close the bolt closed on an empty. On command you have 35 seconds to advance to the 50 yard line and fire your 5 rounds from the standing position.

4) Stand Tall. This match is shot with squads of 5

5 x eight second exposures, 2 shots per exposure. Your first shot is fired from the standing position at the fig 12, your second shot is fired from the kneeling position at your steel plate which will be located anywhere from the 50 to the 100 yard line

5) Mad minute

Start prone with rifle loaded with 5 rounds and have another 10 rounds loose or in clips. Upon command you have 1 minute to fire your 15 rounds at your fig 12.

6) Team Shoot

3 shooter team plate shoot. 1 sitting, 1 standing, 1 prone.

25 plates at 75 to 110 yards.

Start with magazine loaded, and a round in chamber

Ammo a maximum of 20 rounds per shooter.

Upon command engage the plates. No time limit, fastest team wins

Range Fee \$15.00

Matches 1 to 5 can be shot with any rifle, but trophies can only be won if you are using a .30 or .303 calibre iron sighted rifle as issued to Commonwealth forces.

Match 6 is a stand alone match so any bolt action rifle is ok.

SNIPER MATCHES

Any bolt action centrefire rifle, optics recommended, bipod, slings, sandbags.

Matches will be shot prone from grass embankment between covered yard and flag pole.

MATCH 1 COVER UP.

- At 200yds a Fig12 partly obscured by a no shoot.
- 5X8 second exposures. 2 rounds per exposure.
- Start prone with hot rifle
- Only V's count.

MATCH 2 AIM SMALL, HIT SMALL.

- At 75 – 100yds 3 x steel plates shot first.
- At 200 yds on A4 size Fig12 target.
- Maximum 12 rnds.
- Time 2 mins.
- Start prone hot rifle

Plates must be flat on the ground counted as a "V".

MATCH 3 HERE'S HOPING

- At 100yds 2 X Huns head targets;
- 2 X orange patches on each target.
- 4 rounds per target.
- Hit on patch scored as V. Within circle as a 5
- Time 4 minutes.

All sniper matches scored after match 3