



8TH APRIL 2018

Sighting in 8.30am-9.15am. Competition start 9.30am

Kaitoke Range

R.O. – TBA. M.D. – Derek

1 CASSINO

Application style match, 10 rounds, prone, slings allowed.
100yds, Fig.12 target. 2 minutes.

2 ADVANCE

Start sitting on 100 yd mound. Action closed, empty chamber with 5 rounds in magazine. 25 seconds to fire five rounds. On command – 35 seconds to advance to 75 yards, kneel/sit and fire five rounds. On command – 35 seconds to advance to 50 yards and fire remaining five rounds standing. Rifles must have action closed on empty chamber, 5 rounds in magazine during advances. Fig.12 target.

3 TRINITY

Usual format; three 5 round clips or mags, one minute per position with adequate time to reload and change position. 100 yds on Fig.12 target.

4 STAND TALL

Snap; five 8 second exposures. 2 rounds per exposure –first round standing at Fig.12 100yds, second round kneeling at steel plate from 50-100yds. Plate scored as “V”

5 SIDI REZEGH

15 rounds in 3 mags or clips. 5 steel plates at 100 yds and one Fig.12. Start in carpark with ammo tin containing ammo, coloured paint can lid and a number. On command, advance to shooting mat and staged rifle. The paint can lid will tell you which coloured 5 plates to engage and the number of which Fig.12 target. Load and engage above in any order and any position. All 5 plates must be down for a score at the end of the match. Plates scored as “V”. Time 3 minutes from start in carpark.

6 TEAM SHOOT

25 plates at 75-110 yds. Three shooters: 1 sitting, 1 standing and 1 prone.
Semis start with magazine out, action closed, empty chamber.
Bolts start with hot rifle magazine loaded.

On command engage targets as seen. Plate up = DNF, Max times: 90 seconds semis, 120 seconds bolts. Ammo, max 20 rounds each.

Range Fee - \$15.00

Matches 1-5 are for any service rifle, but trophies as are for 30/303 calibre iron sighted as issued to a member of the British Commonwealth.

Team shoot is open to any rifle as it is a standalone match.

“Best of British, chaps!!!!”