



## **Carbine Day/MSR Matches & AGM Course Of Fire Sunday May 11<sup>th</sup> 2025 Kaitoke**

**Match Director: TBA      ROs: TBA**

**Setup 8:30am**

**Sighting in up to 9:30am when AGM will commence.**

**Shoot starts after the AGM**

**Carbine Day :** Fig 12 with new round scoring zones

**Match 1 Application:**

Figure 12 100m. Get your shots on target but remember only Vs + 5's count, all other shots scored as zero. Time: 2 minutes

Max 50 Points, 10 rounds.

**Match 2 Trinity:**

Usual format Figure 12 100m. 1 minute per position.

Max 75 Points, 15 rounds.

**Match 3 Shoot the Officer then take out the Grunts:**

One steel plate at 100 m and a figure 12 at 100m

You have 12 rounds. Starting from the standing position you must first drop the plate.

Once the plate is down, you may adopt any position and engage the fig 12 with your remaining rounds. Plate scores as a V.

Time: 60 seconds.

Max 60 Points, 12 rounds

**Please note for the purposes of matches 1-3 a Carbine is defined as the shortened version of an existing rifle or a rifle that has a barrel length of 20 inches or less and is also an Iron sight only match. If you have any queries as whether your rifle qualifies as a carbine, please contact me. You must shoot the "carbine" matches to be eligible for the trophy which will be for the combined Carbine and MSR scores. If shooting all matches with an MSR you will be in the Open class.**



## MSR Matches: Modern Service Class rifles only!



### Match 1: Walkdown: A4 Fig 12 at 100m

Start prone at 100m, rifle loaded with 5 rds, upon command you have 20 seconds to fire the 5 rds. Load another 5 rds, with bolt closed on empty chamber, you have 35 seconds to advance to the 75m line and fire your 5 rds from sitting or kneeling. Load another 5 rds, with bolt closed on empty chamber, you have 30 seconds to advance to the 50m line and fire your 5 rds from standing.

Max 75 Points, 15 Rounds

### Match 2: Fumble: A4 Fig 12 at 100m

10 rds loose on the mat. (no stripper clips) You have 60 seconds to load and fire as many of these rds as able. Load all 10?, single load? The choice is yours.

Max 50 Points, 10 rounds

### Match 3: Weak Application:

10 rounds weak handed, prone unsupported in 2 minutes

Max 50 Points



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