

# **Gold Card Day/Sniper Match 2021**

**September 5th 2021 at Gladstone Range**

## **Gold Card Day**

Set up 8:30, sighting from 9am-9.45am, shoot starts at 10am

Range fees \$10 for non WPSSC members

M.D. AB- R.O. SY

Gold Card Day is intended for the more mature members amongst us who aren't as flexible as they once were. Classes are Over 65 Classic, Over 65 Modern Service and all under 65's will be considered open.

### **Match 1 Ancient Application**

Figure 12 at 100yds with white no shoot, 10 rounds prone. Start with hot rifle, slings or any field type support (sand bag, ammo box, zimmer frame, knitting basket) allowed.

Max 50 Points, (No Shoot -5 points), 10 rounds. Time 2 minutes

### **Match 2 The Ageing Hun**

Modified Figure 14 Hun's head and two clays at 100yds, 14 rounds prone. Start with hot rifle, on command place 2 shots into each eyeglass lens, 2 shots into each hearing aid, 2 shots into false teeth, 2 shots into comb over and break both clays.

Max 70 Points, hits and clays counted as 5's, only 5's count, 14 rounds. Time 2 minutes.

### **Match 3 Stand up for your Elders**

Figure 12 at 100yds. Snap shoot with 10 x 5 second exposures. Under 65's must shoot standing, over 65's may choose their position.

Max 50 Points, 10 rounds.

### **Match 4 Action Flatline**

Figure 12 at 100yds, 10 rounds prone. Start standing at end of mat, empty rifle with two 5 round magazines, rifle must be unloaded with no magazines inserted. On command drop or slowly descend behind the rifle, load your rifle with a 5 round magazine. All shots fired from prone

position. Must have a magazine change after 5 rounds.

Max 50 Points 10 rounds. Time 75 Seconds.

### **Match 5 False Teeth Frenzy**

Figure 12 at 100yds, 15 rounds prone. Start with hot rifle with 5 round magazine inserted. Remaining 10 rounds placed loose in a jar of false teeth. On command engage your target with your 5 rounds then load magazines/clips or single load remaining rounds from the jar. 5 Points deducted for shaking all of the contents out of the jar or teeth found on the ground.

Max 75 points, 15 rounds. Time 2 minutes.



## **SNIPER MATCHES**

For any bolt action centrefire rifle. Optics recommended, bipod, slings, sandbags ok. All matches to be shot prone.

### **Match 1 Cover Up**

Figure 12 at 200yds partially obscured by a no shoot, 10 rounds. Snap shoot with 5 x 8 second

exposures, 2 rounds per exposure. Start prone with hot rifle.

Max 50 points, only V's count.

**Match 2 Aim Small, Hit Small**

A4 Figure 12 at 200 yds and 3 x clay targets at 75yds-100yds, 12 rounds. Start prone with hot rifle. On command shoot the 3 clay targets first then engage A4 Figure 12 with remaining rounds.

Max 60 points. Time 2 minutes.

**Match 3 Here's Hopping**

Hun's head targets at 100yds with 2 orange patches on each target, 8 rounds. Start with hot rifle, on command shoot 2 rounds per orange patch on the Hun's head(4 rounds per target).

Max 40 points. Hits on the patches scored as V's, within circle as 5's. Time 4 minutes.

ALL SNIPER MATCHES TO BE SCORED AFTER MATCH 3.