

Gold Card Day 2023

Kaitoke Range Sunday September 3rd

Set from 8.00. Sighting in from 8.30. Matches start at

9.45am

Range Fee \$10.00

MD and RO; Alex B and Simon Y

Gold Card Matches

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 and Modern Service. 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 1 minutes

Match 2 The Ageing Hun

Modified Figure 14 Hun's head and 2 plates at 50yds Irons or 100yds optics, 14 rounds prone. Start with hot rifle, slings or any field type support (same as above match) allowed. 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 knock over both plates.

Max 70 Points, hits and plates counted as 5's, only 5's count, 14 rounds. Time 3 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 (Under 65's start facing carpark both hands touching end of a bench), empty rifle with two 5 round magazines, rifle must be unloaded with no magazines inserted. 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 (5 bonus point if all teeth are consumed).

Max 75 points, 15 rounds. Time 2 minutes.

