

.22 Rifle and Shotgun COF
Sunday 12th November 2017 Kaitoke
Set up 8.00am. Starts at 9.30am.
M.D. Derek
No tube magazine rifles'
Minimum 8 shotgun slugs
5 Shotgun shot
90 .22 Rifle

MATCH 1 APPLICATION

10 rds prone slings allowed
50 yds A4 Fig 12 2 minutes

MATCH 2 RUN AND HIDE

- Rifle and shotgun staged on mat. Unloaded, action open
- Ammunition for both on mat. Start standing. On command, sitting load shotgun and engage two plates, then remaining slugs on paper target. Maximum 5 slugs.
- Then load rifle and engage A4 size Fig 12 at 50 yds with 10 rounds standing
- Time 2 minutes. Plates scored as V

MATCH 3 SIDI REZEGH II

- Rifle and shotgun staged on mat, unloaded, action open.
- Start in carpark with ammo tin containing ammo paint can lid and a number.
- On command advance to staged firearms.
- The paint can lid will tell you which three plates to engage at 50 yds with shotgun slugs while kneeling.
- Load rifle and engage Fig 12 A4 target according to the number in ammo tin, while prone at 50 yds .
- Plates scored as V.
- Time 3 minutes from start.
- Maximum 5 slugs, 10 rifle rounds.

MATCH 4 ADVANCE TO CONTACT

N.B You will require a sling to hold your shotgun safely on your body while advancing with rifle. Safety glasses also required.

- Start prone on 100 yd mound. Action closed, empty chamber. 5 rnds in magazine of rifle.
- 25 seconds to fire 5 rounds at Fig 12 at 100 yds.
- On command with shotgun slung. 35 seconds to advance to 50 yards and fire 5 rounds at Fig 12, kneeling or sitting.
- On command 35 seconds to advance to 25 yards and fire 5 rounds standing.
- During advances rifles must have empty chamber, action closed, 5 rounds in magazine.
- Once completed at 25 yards unload show clear, rifles cleared off to one side.

- Take shotgun in hand, safety glasses on.
- On command, 35 seconds to advance to 10 yards load with maximum 8 shot rounds and engage 5 X clay birds on 100 yd mound. Claybirds scored as V.

NOTE – This match starts at 100 yds.

MATCH 5 OFFICERS AND ACTION M

- From standing engage the two clays associated with your A4 Fig 12 with a maximum of 5 rounds at 50 yds.
- Once clays are broken. Reload with 10 round magazine and carry out standard Action M without the reload. Time – 75 seconds.

MATCH 6 LE MANS

Start – standing with rifle, action closed, empty chamber and magazine inserted.
Ten rounds.

- On command, drop to prone and engage A4 Fig 12 with ten rounds. Drop rifle, uplift second ten round mag from step behind your position and re-engage target at 50 yds. Time 60 seconds.