



Two Gun and Sniper Shoot COF Sunday 13th August 2017 at Kaitoke

Set up 8.30am, Start 9.30am

M.D. Derek

MATCH 1 APPLICATION

- 10 rnds, prone, slings allowed
- 100 yds, 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, carrying two steel plates. On command, run forward and place plates either side of shotgun target at 50 yds.
- Upon return, wait for command to load shotgun and engage targets, sitting position.
- Shotgun slugs first on two plates and remaining rounds on paper target. Maximum 5 slugs.
- Then load rifle and engage 100yd Fig 12 with 10 rounds standing.
- Time will be two minutes from load and engage targets.
- Over 60's or physically infirm may persuade, beg or blackmail a surrogate to carry the plates out.

Plates scored as V's

5X slugs

10X rifle rounds

MATCH 3 SIDI REZEGH II

- Rifle and shotgun staged on two separate mats, unloaded, action open.
- Start in carpark with ammo tin containing ammo, paint can lid and two numbers.
- On command advance to staged firearms.
- The paint can lid will tell you which five plates to engage at 50 yds with shotgun and slugs while kneeling.
- Once completed, move across to rifle, load and engage 2 X fig 12's according to numbers in ammo tin.
- Five rounds on each in two clips or magazines, while prone.

Plates scored as V's

Time 3 minutes from start.

Ammo – max 8 slugs.

-10 rifle rounds

NB – All plate matches. The plate must be flat on the ground to count.

MATCH 4 ADVANCE TO CONTACT

NB – You will require a sling to hold your shotgun safely on your body while advancing with the rifle. Safety glasses will also be required.

- Start prone on 100yd mound, action closed, empty chamber, 5 rounds in magazine of rifle.
- 25 seconds to fire 5 rounds at fig 12 rifle
- On command, with shotgun slung, 35 seconds to advance to 50 yards and fire 5 rounds kneeling/sitting at fig 12 rifle
- On command 35 seconds to advance to 25 yards and fire 5 rounds standing. Fig 12 rifle
- During advances rifles must have empty chamber, action closed. 5 rounds in magazine.

- Once completed at 25 yards, unload. Show clear, rifles cleared off range 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 100yd mound. Claybirds scored as V.
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Single class for these four matches. An equal opportunity for the match report writer

SNIPER MATCHES

Any rifle, any sights, bipods, sandbags, spotting scopes.

Matches will be shot prone from grass embankment between covered yard and flag pole.

MATCH 1 COVER UP

- At 200 yds in fig 12 target partly obscured by a no shoot.
- 5 X8 second exposures. 2 rounds per exposure.

Only V's count

MATCH 2 AIM SMALL HIT SMALL

- At 100 yds 2 X steel plates shot first.
- At 200 yds an A4 size fig 12 target.

Maximum 10 rnds

Time 2 minutes

Plates must be flat on ground and counted as a v.