

TWO GUNS AND SNIPER MATCH
Sunday 11 August 2019 at Kaitoke
Set up 8am. Start 10am
M.D. & R.O. Derek. Range fee \$15.00
Centrefire and .22LR Rifle

MATCH 1 APPLICATION X 2

- 100 yds Normal Fig12 for .22LR rifle
 - 100 yds A4 Fig 12 for centrefire rifles, A4 target mounted above normal Fig 12.
 - Prone, engage Fig 12 with .22 rifle, 10 rounds, then uplift centre fire rifle and engage A4 Fig 12 with 10 rounds
- Time 4 minutes for both as one serial.

MATCH 2 RAPID TRINITY X 2

- 100yds normal Fig 12 for .22 LR rifle
 - 100yds A4 Fig 12 for centrefire rifle, A4 target mounted above normal Fig 12.
 - Normal Trinity match without stops for .22 rifle first, then same again for centre fire rifle.
- Time 5 minutes.

MATCH 3 WHICH ONE?

- 100 yds 2 X Fig 12 targets. In front of your target is three plates 75-100yds.
 - Standing hot centrefire rifle, engage 3 plates, once they are down, prone engage the two Fig 12 targets.
 - 20 rounds of ammo, no more than 9 rounds on one target and 8 rounds on the other, allowing 3 rnds for the plates.
- 5 man squads. 4 mins

MATCH 4 .22 RUNDOWN

- Fig 12 at 100yds
 - Start prone hot rifle 10 rnds, 25 seconds.
 - From prone 40 seconds advance to 75 yds, 10 rnds kneeling/sitting.
 - From kneeling 40 seconds advance to 50 yds, 10 rnds standing.
 - From standing 40 seconds advance to 25yds, 10 rnds from the hip.
- During advances, rifles will be cleared. Bolt closed, empty chamber, magazine inserted. 5 man squad.

SNIPER MATCHES

Any bolt action centrefire rifle, optics recommended, bipod, slings, sandbags.
Matches will be shot prone from grass embankment between covered yard and flag pole.

MATCH 1 COVER UP.

- At 200yds a Fig12 partly obscured by a no shoot.
- 5X8 second exposures. 2 rounds per exposure.
- Start prone with hot rifle
- Only V's count.

MATCH 2 TEAM TAG.

Team of 5 with 25 plates from 50 – 200yds.
Start prone, hot rifle. Max 10 rnds per shooter.

MATCH 3 AIM SMALL, HIT SMALL.

- At 75 – 100yds 3 x steel plates shot first.
- At 200 yds on A4 size Fig12 target.
- Maximum 12 rnds.
- Time 2 mins.
- Start prone hot rifle

Plates must be flat on the ground counted as a "V".

All scored after Match 3. Match 2 is scored by the fastest team time.