

# **Gold Card Day 2025**

**Kaitoke Range Sunday September 14<sup>th</sup> (AM only)**  
**Set from 8.00. Sighting in from 8.30. Matches start at**  
**9.45am**  
**Range Fee \$00**  
**MD and RO; ????**

Gold Card Day is intended for the more mature members amongst us who aren't as flexible as they once were. Classes are Over 60 Classic and Modern Service. All under 60'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 90 seconds

## **Match 2 The Ageing Hun**

Modified Figure 14 Hun's head and two clays 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 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 60's must shoot standing, over 60's kneeling or sitting.  
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 on the mat. 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 (5 bonus point if all teeth are consumed).  
Max 75 points, 15 rounds. Time 2 minutes.



