



.22 Club Championship 2014

Sunday 5th October. 10:00am @ Drums Range

Match Director: *Charles Bestwick*

Notes:

1. A different rifle may be used for each match but the same rifle must be used for all practices within a match. Any number of magazines can be used throughout the match.
2. Slings are allowed in Match 1 only. No other artificial support is allowed.
3. Any sights may be used but lasers are not allowed.
4. All members are welcome to take part. Probationary members may shoot under supervision. Special provision for disabled (disability shooters) will be made (this does not apply to those who merely find it uncomfortable to kneel or go prone).
5. Scoring : Inward scoring. A shot hole, the leaded edge of which comes in contact with the outside of the bullseye or scoring rings of a target is given the higher value. A scoring overlay gauge will be used to determine the value of close shots. The higher value will be allowed in those cases where the flange on the gauge touches the scoring ring.
6. In case of keyhole or tipped shots the higher value is awarded if the leaded edge of the bullet hole touches the scoring ring of higher value even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter.
7. Shots fired while the target is in motion will be scored as hits provided the greatest horizontal dimension of the bullet hole measures no more than one and one-half (1½) times the diameter of the bullet.
8. Visible hits and close groups. As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of **3 or more shots** are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it shall be scored in the higher-valued ring.
9. Sign in 10:00am, Competitors Briefing 10:20am.
10. Cost £5-00

Match Conditions: General

Distances: 50M-10M

Positions: standing, kneeling, sitting and standing

Support: see match conditions

Total rounds: 102 (incl. sighters)

Total score: 800 (60X)

Match 1: Precision:

Distance: 50M and 25M

Target: Club Target

Position: prone, sitting or kneeling, standing (slings permitted)

Practice 1: 50M , 10 shots prone in 5 min

Practice 2: 25M, 10 shots sitting or kneeling in 5min

Practice 3: 25M, 10 shots standing in 5min

Match 2: .25M Mini-Methuen (modified)

Distance: 25M

Target: HBSA/LERA Mini-Methuen

Sights: Any sights

Position: Standing, sitting/kneeling and prone. (no-slings or rests)

Sighters: Two non-convertible sighters,

Practice 1: 25 metres. 10 shots prone at 2 x Tin Hat target (scaled down 600 yards) - 2 minutes, 5 shots on each target.

Practice 2: 25 metres. 10 shots in 3 positions at 3 x Tin Hat target (scaled down 500-200 yards) - 5 exposures of 15s, with 15s away time; 2 shots per exposure; 1st Target: 2 shots prone, 2nd Target: 4 shots Kneeling, 3rd Target: 4 shots Standing.

When moving between positions, rifle must be unloaded. All rounds and cases must be ejected and the action open before moving. If the action or rifle design precludes these procedures a safety supervisor will be appointed to the competitor.

Practice 3: 25 metres. 10 shots prone at 2 x Figure 11 target (reduced size) - 1 ½ minutes, 5 shots on each target.

Practice 4: 25 metres. 10 shots prone at 5 x Figure 4A target - 5 exposures of 10s, with 10s away time; 2 shots per exposure.

Match 3: Timed & Precision 1 (aka PP1)

Distance 25M, 15M, 10M

Target DP2b

Position: Standing (no slings)

Practice 1: 25M, 12 shots in 2 strings of 6 in 2min (all time to include mandatory reload)

Practice 2: 15M, 6 exposures of 2 seconds, 1 shot per exposure (practice is repeated)

Practice 3: 10M, 3 exposures of 3 seconds, 2 shots per exposure