

Club Championship 2006

Pistol Calibre Rifle Competition - Sunday 18th June @ Drums at 10am

Course of fire

The competition consists of three Matches. Max score 800 (80X). Total Rounds 80

Match 1: Precision (30 shots)

Target PL-8 (PL-7 repair centre)

Practice 1 50yds, prone 10 shots in 5 min*

Practice 2 50yds, sitting or kneeling, 5 shots in 3min*

Practice 3 50yds standing, 5 shots in 3min

Practice 4 25yds standing, 10 shots in 5min

Match 2: Multi-target service B modified (30 shots)

Target PP1c (club fullbore racetrack target as used for the NESSCC)

All practices shot from standing

Practice 1 25 yds, 6 shots; 15 seconds; LH target

Practice 2 25yds, 6 shots; 3 shots on each target via 6 x 4 second exposures, 1 shot per exposure

Practice 3 20 yds, 6 shots; 3 on each target in 10 seconds

Practice 4 15 yds, 6 shots; 3 x 3 second exposures, 2 shots per exposure on RH target.

Practice 5 10yds, 6 shots in 8 seconds; 3 on each target

Match 3 The Embassy Match (20 shots)

Target DP2

Practices shot in standing, kneeling and prone*

Practice 1 25yds. Start with 5 rounds loaded. 1 exposure of 55 seconds, 5 rounds on LH DP2 from standing, open action adopt prone position, reload with 5 rounds and engage RH DP2 with 5 rounds from prone position*.

Practice 2 15 yds Start with 5 rounds loaded. 1 exposure of 45 seconds. 5 rounds on LH DP2 from standing, open action, adopt kneeling position, reload with 5 rounds and engage RH DP2 with 5 rounds from kneeling position*.

Note: Rifles must be unloaded and actions open when changing position. Reload only after changing position.

*Disabled shooters may shoot from alternate positions P1- pseudo prone from bench and P2 sitting on chair unsupported. (please contact match director at or before the firer's briefing).

General Rules & Information

1. All entries welcome. Probationers may shoot under supervision. Cost £5
2. Competitors will be expected to assist, if required by the Range Officer, with scoring / patching etc. on the day.
3. Scoring : Inward scoring. A shot hole, the lead 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.
4. In case of keyhole or tipped shots the higher value is awarded if the lead 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
5. 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.
6. 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.
7. This competition counts towards the overall Club Championship. Ten points will be awarded to the winner, nine to second, and so on down to tenth place.
8. In event of tied scores for major placings, decision will be on countback. If scores are still tied, then there will be a 6 round shoot-off at 50m.