

Pistol Calibre Rifle Competition - Sunday 24th June @ Drums, 10am

Course of fire

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

Match 1: America Match (Abridged; 20 shots)

Target PL-8 (PL-7 repair centre)

All practices shot from Standing

Practice 1: 50yds, 10 shots in 5 min

Practice 2: 25yds, 5 shots in 20 seconds

Practice 3: 25yds 5 shots in 10 seconds

Note: Ready position is rifle in shoulder, loaded & made ready and pointing down range at 45degrees.

Match 2: PP1 (30 shots)

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

All practices shot from standing

Practice 1: 25 yds, 12 shots in 2min; to be fired in two strings of six shots, timing to include reloading.

Practice 2: 15yds, 6 x 3 second exposures; 1 shot per exposure. Repeated

Practice 3: 10yds, 3 x 4 second exposures; 2 shots per exposure

Note: Ready position is rifle in shoulder, loaded & made ready, pointing down range at 45degrees.

Rifles to start at and must return to 45 degree ready position between exposures. Edge time: 5s.

Match 3 The Embassy Match (30 shots)

Target: Disruptive Pattern (DP) 2

Practices shot in standing, kneeling and prone*

Practice 1: 25yds. 10shots. Start with 5 rounds loaded but NOT made ready. 1 exposure of 55 seconds. On target exposure, make ready and engage with 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: 25 yds. 10 shots in a total of 2 x 25 seconds exposures, 5 on RH DP2 plus 5 on LH DP2. Start standing with 5 rounds loaded but NOT made ready. On exposure of target adopt kneeling position make ready and engage LH DP2 with 5 rounds*. Remaining in the kneeling position, reload with 5 rounds and engage RH target with five rounds. All timings include reloading.

Practice 3: 50yds. Prone. 5 x 3 second exposures. 1 shot per exposure. Repeated. You may remain on aim during target away times.

Note: Rifles must be unloaded and actions open when changing position. Reload only after changing position. All edge times 5s.

*Disabled shooters may shoot from alternate positions in Match 3; P1 & P3- 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.