

Tactical Match Proposal – Draft Only

Friday 4th October 2013

30 Shooters (20 minimum to run the match, 32 maximum spots available)

SSAA – Batemans Bay Range.

30 Calibre Maximum.

Only one entry possible per competitor. You may enter as either Factory Class or Tactical class.

Major Prizes will be for all competitors (ie Outright win), plus prizes / Trophies will be on offer for the places in each class.

Detailed rules including safety procedures and scoring methods will be prepared prior to the event being run.

Tactical Class

This will be open to any rifle & scope combination that has a functioning magazine, you may use a bipod, bags, shooting sticks and or any front rest & rear sand bag combination. The same rifle must be used for the entire event (ie off hand also). In the event of equipment failure, you may substitute a rifle of similar weight and style with the permission of the match organizer.

Factory Class

Any factory rifle that has a functioning magazine excluding “custom shop” or “Target” designated rifles (like Sako TRG, Remington 40x, cooper, Savage Target etc) No 3” forends. Stock, barrel & chamber must be factory. Modifications are limited to trigger & bedding. No restrictions apply to trigger pull weight, it must be safe and suitable for the rifle. Scope power is limited to 25x. Variable scopes over this must be taped at 25x.

Course of fire and approximate times

Round 1 – 20 rounds plus sighters. 11.00am – 1.00pm

You will be given a 10 minute period for sighting in and writing down your scope settings for each distance. – Unlimited rounds. Targets will then be set up and your record period will start, detail 2 will be given exactly the same opportunity.

Course of fire will be 20 minutes to complete all three distances in any order you like. You are allowed 20 rounds on your bench, you can use your 3 spare sighters in any order you wish (ie one at each distance, 2 at 500 & 1 at 300) or save them in case you miss the fox at 300m or 200m

500m – 5 Rounds on a paper fox target, scored for score plus group. (50.05 + 10 = 60.05)

300m – 6 Rounds – 5 on a paper fox target for score and 20 points available for knocking over a metal fox silhouette (50.05+20 = 70.05)

200m – 6 Rounds – 5 points on a smaller fox target for score plus 20 points for knocking over a metal fox silhouette. (50.05+10 = 60.05)

Maximum points available for round 1 will be 200.15

Round 2 – 2 Rounds maximum – Off hand Challenge at 300m 1.15-2.00pm.

Each competitor will be called in turn and allowed 30 seconds to fire at their metal fox silhouette at 300m. It will be scored by a spotter as 20 points for a hit with the first shot, or 10 points if hit on the second shot.

Maximum points available for the round will be 20

Round 3 – 10 rounds at 300m 2.15.00pm to 3.15pm.

No warm up or sighter target.

A 500m fly target will be used, ten rounds only with an 8 minute time period. This will be scored for score plus group like 500m fly,

Maximum points available for round 3 will be 100.10+10 for group = 110.10

Round 4 – 2 Rounds maximum – Off hand Challenge at 200m 3.30-4.00 pm.

Each competitor will be called in turn and allowed 30 seconds to fire at their metal fox silhouette at 200m. It will be scored by a spotter as 20 points for a hit with the first shot, or 10 points if hit on the second shot.

Maximum points available for the round will be 20

Total points available for the match will be 350.25

Range will then be closed for the day for Fly shooters to erect flags for the weekend.

Saturday is registered 500M Fly Match & Sunday is a 300m Custom / Factory Class Fly shoot.