

Multi Target

Course of Fire

This event takes approximately 30 minutes to complete. It requires 24 rounds. The maximum possible score is 120

Practice 1 - 6 shots

25 metres, 6 shots in 15 seconds, left hand target

<Score & Change Left target>

Practice 2 - 6 shots

20 metres, 3 shots on each target in a total of 10 seconds.

<Score & Change both targets>

Practice 3 - 6 shots

15 metres

The target will make 3 appearances of 3 seconds with intervals of 5 seconds

Two shots only to be fired at each appearance on the right hand target

The firearm must be returned to the ready position between appearances

<Score & Change Right target>

Practice 4 - 6 shots

10 metres, 3 shots on each target in a total of 8 seconds.

<Score>



Sights

Any

Positions

Standing unsupported

Ready Position

45 degrees (May be cooper depending on house rules)

Scoring

Where any competitor achieves the highest possible score, his targets must be removed from the backing boards, labelled and passed to Stats.

Ties

Tie breaking rules shall be applied in the order listed below:

By the greatest number of Xs in the event.

By the scores at each distance, commencing with the longest distance.

By the X count at each distance, commencing with the longest distance.

In the event of a maximum score and equal X counts at all distances, by outward gauging.

Procedural penalties – event specific

In addition to the usual procedural penalties, the following apply in this event: Firing too many shots during an exposure.

Note:

The match detail calls for the replacement of shot targets following each practice. For informal club competitions and practice you may find that the convention is to simply use two targets for the entire detail

Timed & Precision 1 – T&P1

Course of Fire

This event takes approximately 30 minutes to complete. It requires 30 rounds. The maximum possible score is 300

Practice 1

25 metres, 12 shots in 2 minutes, to include a reload

<Score & Change target>

Practice 2

15 metres, 12 shots in two strings of 6

For each string, 6 appearances of 2 seconds with intervals of 5 seconds

One shot only to be fired at each appearance

The firearm must be returned to the ready position between appearances

<Score & Change target>

Practice 3

10 metres, 6 shots

The target will make 3 appearances of 3 seconds with intervals of 5 seconds

Two shots only to be fired at each appearance

The firearm must be returned to the ready position between appearances

<Score & Change target>

Sights

Any

Positions

Standing unsupported

Ready Position

45 degrees (May be cooper depending on house rules)

Scoring

Where any competitor achieves the highest possible score, his targets must be removed from the backing boards, labelled and passed to Stats.

Ties

Tie breaking rules shall be applied in the order listed below:

By the greatest number of Xs in the event.

By the scores at each distance, commencing with the longest distance.

By the X count at each distance, commencing with the longest distance.

In the event of a maximum score and equal X counts at all distances, by outward gauging.

Procedural penalties – event specific

In addition to the usual procedural penalties, the following apply in this event:

Firing too many shots during an exposure.

