



MOURNE TARGET CLUB

MOURNE PRECISION 50 – MP50

Rules and Regulations

Course of Fire

This event takes approximately 30 minutes to complete. It requires 50 rounds. The maximum possible score is 500 and it can be shot with both rimfire and centre fire Pistols or Rifles. Pistol and rifle shooters can complete at the same time but their scores will not compete against each other.

Practice 1

Match 1: 10 metres, 1 Magazine of 5 Rounds shot strong hand supported in 10 Seconds.

Match 2: 10 Metres, 2 Magazines of 5 Rounds shot in 30 Seconds.

- 1st Magazine Strong Hand Supported
- 2nd Magazine Weak Hand Supported

<Score & Change target>

Practice 2

Match 1: 15 Metres, 1 Magazine of 5 Rounds shot strong hand supported in 10 Seconds.

Match 2: 15 Metres, 2 Magazines of 5 Rounds shot in 30 Seconds.

- First Magazine Strong Hand Supported
- 2nd Magazine Weak Hand Supported

<Score & Change target>

Practice 3

20 Metres, 2 Magazines of 5 Rounds shot in 30 Seconds.

<Score & Change target>

Practice 4

25 Metres, 2 Magazines of 5 Rounds shot in 30 Seconds.

<Score & Change target>

Sights

Any

Positions

Standing

Ready Position

45 degrees

Acceptable Firearms Used

Rim-Fire Pistols / Centre Fire Pistols - Semi-Auto and Revolvers

Rim- Fire Rifle / Centre Fire Rifles

Rifles can be Semi-Auto or Lever Action (Competition **NOT** Suitable for Bolt Action Rifles)

Scoring

All Matches in each Practice are shot on same type target (4 in total)

Practice 1, 15 Shots on Target 1.

Practice 2, 15 Shots on Target 2.

Practice 3, 10 Shots on Target 3.

Practice 4, 10 Shots on Target 4.

Total of 4 targets required.

Only X's, 10's, 9's, 8's and 7's will count on each target.

Where any competitor achieves the highest possible score, their 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 X's 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 a practice.

Firing after or before the buzzer / whistle

Points of Interest

If shooter normally shoots with their right hand, this is known as their strong side and their left hand is their weak side.

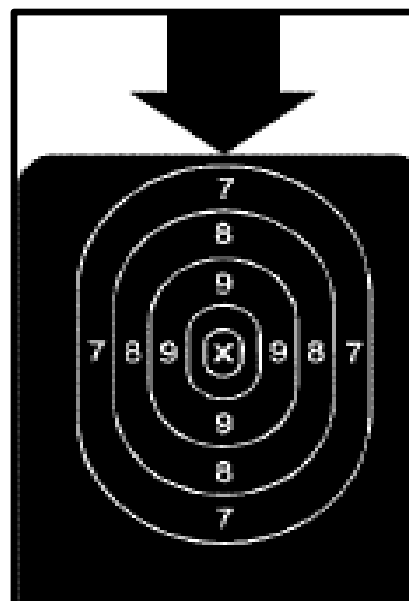
Supported means that both hand are on the pistol / rifle.

When moving firearm from strong side to weak side the chamber must not have a round breeched.

Targets Used



Centre Fire Target



Rime-Fire Target