




## GP40 (GP40)

Competitor Start Position	Standing Unsupported	Targets
<b>Sights</b>	SBPGP40 <b>Iron Sights Only</b>  OSBPGP40 <b>Any Sights</b>	<b>B1 reduced (A3) - SBPGP40 / OSBPGP40</b> 
<p>This event is shot at 10, 15 &amp; 25 metres and takes approximately 30 minutes to complete.</p> <p>It requires 40 rounds.</p> <p>There are some single handed only shots.</p> <p>There is no sighters detail.</p> <p>The maximum possible score is 400.040</p>		

Course Of Fire		
Match 1	<b>Distance</b>	10 metres
	<b>Start Position</b>	Chamber Empty, External Hammer down, magazine inserted, holstered.
	<b>Detail Course of Fire</b>	5 shots in 8 seconds Single Handed
Match 2	<b>Distance</b>	10 metres
	<b>Start Position</b>	Chamber Empty, External Hammer down, magazine inserted, holstered.
	<b>Detail Course of Fire</b>	10 shots in 20 seconds including a reload. May use two hands
<b>----- Score &amp; Change Targets-----</b>		
Match 3	<b>Distance</b>	15 metres
	<b>Start Position</b>	Chamber Empty, External Hammer down, magazine inserted, holstered.
	<b>Detail Course of Fire</b>	10 shots in 20 seconds including a reload. May use two hands
<b>----- Score &amp; Change Targets-----</b>		
Match 4	<b>Distance</b>	25 metres
	<b>Start Position</b>	Chamber Empty, External Hammer down, magazine inserted, holstered.
	<b>Detail Course of Fire</b>	15 shots in 90 seconds  5 shots sitting 5 shots kneeling 5 shots standing  May use two hands
<b>----- Score Targets-----</b>		

### Range Commands

No Firearms will be cleared until everyone has completed shooting.  
Signed Scorecards to be handed in to CRO before next detail.  
Beware of foot faults.

Firearm must be **open and empty** when changing positions.

Do you understand the Course of Fire?

Eyes & Ears - Range is going Live!

You are free to take a sight Picture .....

Do **not chamber** a round until in the shooting position!  
With **5 rounds**, load and holster!

Is the line ready?

Line is Ready! Standby!

### RO Notes

<b>LS</b>	Late Shot (Proc. Penalty)	<b>PICK</b>	Picking Items from ground before range cleared (Safety)
<b>FF</b>	Foot Fault (Proc. Penalty)	<b>SWEEP</b>	Sweeping (Safety)
<b>TMS</b>	Too Many Shots (Proc. Penalty)	<b>DF</b>	Dropped Firearm (Safety)
<b>EF</b>	Equipment Failure	<b>ND</b>	Negligent Discharge (Safety)
		<b>STOP</b>	Stopped by RO (Safety)