

# Straight Range Precision Rifle Match

March 27 2021

## Course of Fire (COF)

The intent of this match is to shoot from a fixed location from a shooting bench at relatively small targets. The COF is designed to challenge the shooter by forcing a change in Elevation and Azimuth often while shooting.

Only bipods and shooting bags are allowed. No bench rest rests.

Terms used in this document

- **Target:** This describes on specific object that we intend to shoot at. This can be a paper target, a steel plate (Gong) or an Electronic target (eTarget).
- **Target Set:** This refers to one or more specific targets that are intended to be shot at to achieve a given number of points and in a specific amount of time as per the COF
- **Target Group:** is made up of 1 or more (Usually 2) Target Sets and is used to define what each squad is to shoot at in each Relay.
- **Squad:** a group of shooters who will shoot together for the match normally 4 or 5 shooters
- **Relay:** a Relay is a group of Squads each shooting at a different Target Group at the same time. At the end of the relay, each squad will be assigned another Target Group for the next relay.
- **Stage:** The Stage defines which Target Group each Squad will shoot at in a given relay.

This match will be limited to 20 shooters. There will be 4 Squads of 5 shooters with a provision to modify the number of shooters in a Squad to 3 or 5 should we need to balance the number of shooters registered. Should COVID status allow we will increase the number of shooters allowed at the shoot.

Target descriptions:

1. We have an Electronic Target (eTarget) that will be used at 600 yards for sight in purposes. The target is set for 7 rounds with 2 sighters and 5 for score. After 5 rounds have been shot, a shooter may ask that the sighters be counted for group and score and will then not shoot the extra 2 rounds
2. We have an 8" spinner that can be hit for points as per the COF and extra points should the shooter be able to make the target spin.
3. We have a Know Your Limits (KYL) target with 8', 6", 4" and a 2" steel gong.
4. We have a target that moves mechanically swaying left and right.
5. We have a target that moves mechanically in 2 dimensions left-right and back and forward.

6. We have an assortment of individual steel gongs from 2" to a 2/3 IPSC 18" x 12" that will be used in various stages.

Target groups:

In some cases individual targets will be combined into a Target that will be shot at subsequently to force elevation and azimuth changes. Target group engagement will be described in the stages description.

The groups are:

1. The 2 dimension Sway target at 300 yards will be combined with the 2/3 IPSC at 600 yards.
2. Three 6" gongs will be set one each at 200 yards, 300 yards and 600 yards as a group.
3. A 9" gong at 400 yards will be combined with a 6" gong at 500 yards as a group.
4. A 10" gong at 500 yards will be combined with a 6" gong at 600 yards as a group.

The match will have 5 stages:

- The first stage will be a sight in stage consisting of a paper target, for each shooter, at 100 yards, a paper Target at 300 Yards , a 10" steel target at 500 yards, a 2/3 IPSC at 600 yards and an electronic target (eTarget) at 600 yards. The sight in stage will be shot in the following order.
  1. 8 shooters, 2 from each squad will shoot at the same time at the 100 yard target with 7 rounds, the best 5 rounds scoring.
  2. The same 8 shooters will shoot at the 300 yard target with 7 rounds the best 5 for score.
    - a. The time limit for the combined 100 and 300 yard targets is 5 minutes total
    - b. The scoring is as marked on the paper target with a 6,7,8,9 and 10 ring. Less than 6 score zero. The maximum possible score is 100.
  3. Starting from the left each of the same 8 shooters will shoot at the 500 yard steel target with 3 rounds for score. Scoring is 10 points per hit for a maximum of 30 points.
  4. The shooter then will continue to the 600 yards IPSC with 8 rounds. A shooter must hit the IPSIC once before moving to the eTarget. A maximum of 7 rounds of the original 8 can be shot at the eTarget 2 sighters and 5 rounds for score and group. If the shooter does not hit the IPSIC on their first shot, the eTarget can be shot with 6 or 5 rounds with one or 2 sighters counting for score. If the IPSIC is not hit with the first 3 rounds, the stage is finished. Scoring will be done by the eTarget 10 points for a bullseye and points awarded for group size based on the eTarget calculations of 200 divided by groups size in inches. Examples a 1" group will score 200 points ( $200/1=200$ ), a 6" group will score 33.3 points ( $200/6=33.3$ ). The eTarget system will make this calculation)
  5. The time limit for these targets is 4 minutes per shooter.
  6. The second group of 8 shooters will follow the same process immediately after the first group.
  7. Maximum possible points 380

## 8. Round count 24.

- Stage Blue. All Targets marked with a blue indicator. (12 rounds)
  1. 6" individual gongs set at 200, 300 and 600 yards. This is a hit to move on Target Group. Shooter needs to make 1 hit on the 200 yards target to move to the 300 yard target, 2 hits at 300 are required to move the 600 yard target for 3 more hits. Round Count 6 rounds. Scoring 10 points for each hit, 40 point bonus for 6 hits.
  2. Sway Mover at 400 yards. A 6" gong will be moving about 12" left – right every 6 seconds. Hit the gong with 6 rounds for max points. Round count 6 rounds. Scoring 10 points for each hit, 40 point bonus for 6 hits.
  3. Time limit for this stage is 4 minutes total. Shooter may choose which Target Group to shoot first.
- Stage Red: All Target marked with a red indicator. (12 rounds)
  1. Hostage target at 400 yards. Hit the hostage taker for 10 points each hit. Hit the Hostage for -10 points. Complete miss scores zero. Hit the taker 6 times for a 40 point bonus. Round count 6. Maximum possible score 100 points.
  2. 500 – 600 hit a 10" gong at 500 yards to have the option of shooting one shot at a 6" target at 600 yards to double your score. If a shot is taken at 600 yards, the shooter must return to the 10" target at 500 yards. A hit at 500 earns another chance for one shot at 600 to double your current score. A complete explanation of the scoring for the Target Group will be in the For Clarity section. Round count 6. Maximum score possible 140 points.
  3. Time limit for this stage is 4 minutes total. Shooter may choose which Target Group to shoot first.
- Stage Yellow: All Targets marked with a Yellow indicator. (12 rounds)
  1. The Know You Limits (KYL) target at 300 yards with 4 gongs, 8", 6", 4", 2". Take up to 6 shots as need to hit the 8" gong. Once the 8" has been hit, the shooter must move to the next smaller gong or quit with points earned. If the shooter decides to move on to the 6" gong, a miss will lose all points a hit gives the shooter the option to quit with points earned or move to the 4" gong. A miss at 4" shooter will lose current points, a hit earns the right to quit with points earned or move to the 2" target. A hit at 2" will double current score a miss the shooter will lose all points earned. Round count 6 maximum. Scoring Hit 8" = 10 points, 6" = 20 points, 4" = 30 points, 2" = double current score. Round count 6. Total possible score = 120 points.
  2. The spinner target at 500 yards. Take 6 shots at the 8" gong on the spinner. Hit the gong to score points, spin the target for bonus points. Scoring each hit on the gong earns 10 points, if the target spins anytime during the time limit earns a bonus of 40 points. Round count 6. Maximum possible score 100 points.
  3. Time limit for this stage is a total of 4 minutes.

- Stage white: All targets marked with a white indicator. (12 rounds)
  1. This stage is slightly different. There is a 2 dimensional mover at 300 yards and a 2/3 IPSC target at 600 yards. The shooter will take 1 shot at the mover at 300 yards and then 1 shot at the IPSC at 600 yards. The shooter will then move back to the mover at 300 and take 2 shots and then again move to the 600 yards IPSC for 2 shots. Then back to the mover at 300 for 3 shots and finally back to the IPSC at 600 yards for 3 shots. This is a hit or miss stage. Take the shot and hit or miss move to the next shot. Scoring, each hit is worth 10 points. If all 12 shots hit, a bonus of 80 points.
  2. Round count 12. Maximum possible points 200.
  3. Time limit for this stage is 4 minutes.

Stage	Round count	Maximum points
Sight in	24	380
Blue	12	200
Red	12	240
Yellow	12	220
White	12	200
Total	72	1240

For Clarity:

1. The sight in stage:  
The 8 shooters will complete the entire stage, 100, 300, 500 and 600 yards before the next 8 start. At 600 yards, the total number of shots is 8. The idea is to hit the IPSC target to be sure that you are close enough to being on target that you will not hit the electronics on the eTarget which is 4 ft X 4 ft. To score on the eTarget, you will need a minimum of 5 rounds so you have 3 rounds to hit the IPSC.
2. The Hostage target:  
The person spotting must see a hit on the hostage taker to score 10 points and must see a hit on the hostage to score -10 points. Otherwise a score of zero for that shot must be recorded.
3. Stage Red, the 500 yard-600 yard target group scoring. The scoring for this group had some shooters confused last event. There is a 10" gong at 500 and a 6" gong at 600 yards. The first

shot must be at the 10" gong at 500 yards. Once you have hit the 10" gong, you get to take 1 shot at the 6" gong at 600 yards. A hit at 600 will double your score you then transition back to the 10" gong at 500 yards. Another hit at 500 earns you the opportunity to shoot at the 6" gong at 600 yards to double your current score. So the easy way to score 60 points is to shoot all 6 shots at the 10" gong at 500 yards for 6 easy hits this will score 60 points. The most points can be earned by hitting the 10" gong at 500 yards on the first shot transition to the 6" at 600 for 1 shot an then continue to transition back and forth for 6 shots. This will score 140 points as follows. Hit the 10" for 10 points, hit the 6" to double to 20 points, hit the 10" to add 10 points for a total of 30 points, hit the 6" to double to 60 points, back to 10" to add 10 points for a total of 70 points and a final shot at the 6" to double to 140 points. Note that hitting the 10" gong only allows 1 shot at the 6" so you cannot keep shooting at the 6" gong to double you score each shot. The idea is to force a change in elevation and azimuth for the highest score. The shooter can decide on a strategy to score the most points with the least risk, for example you could shoot 5 shots at the 10" gong for 50 points and then take 1 shot at the 6" gong where a hit will double your score to 100 points.

#### Relays, 2, 3, 4 and 5

- One shooter from each squad will shoot at the same time. (4 Shooters)
- Time limit is 4 minutes
- Approximately 60 seconds prep time between shooters.
- The next 4 shooters, one from each squad will follow.

#### Relay 2

- Squad 1 shoots Stage Blue
- Squad 2 shoots Stage Red
- Squad 3 shoots Stage Yellow
- Squad 4 shoots stage White

#### Relay 3

- Squad 1 shoots Stage Red
- Squad 2 shoots Stage Yellow
- Squad 3 shoots Stage White
- Squad 4 shoots stage Blue

#### Relay 4

- Squad 1 shoots Stage Yellow
- Squad 2 shoots Stage White

- Squad 3 shoots Stage Blue
- Squad 4 shoots stage Red

#### Relay 5

- Squad 1 shoots Stage White
- Squad 2 shoots Stage Blue
- Squad 3 shoots Stage Red
- Squad 4 shoots stage Yellow