

# EMRL RULES

1. The Event will be governed by NRA High Power Rules, where they do not conflict with League Rules.
2. Matches will be fired at WOBURN SPORTSMEN'S ASSOCIATION
3. Shot Marker Electronic Targets.
  - a. Are only being used to replace target pullers. Scores must be recorded on the official EMRL score sheets. Team coaches and official scorers are responsible for scoring shots accurately.
  - b. Center fire rifles producing minimum 2000 feet per second must be used for the electronic target to recognize shot.
  - c. All shots will be scored as 30 caliber.
  - d. Team will be responsible for damaged to Shot Marker microphones cause by a shooter. Microphones are set in the four outmost corners of the target frame and are relatively safe. The cost of each microphone is \$40.00
  - e. If a Shot Marker system becomes inoperable, team (shooters, coaches and official scorer) will move to the next available position.
  - f. If there is a disagreement on an individual shot, it must be resolved before the next shot is fired.
    - i. If Shot Marker identifies a Cross fire, team coaches and official scorers should try and identify where the shot came from and score accordingly
    - ii. If Shot Marker does not recognize a shot (Missed shot) and the shooter has been consistently shooting on target and feels that the shot was good, they will be allowed to retake the shot. (Keep it honest.)
    - iii. Only Cross fire and Missed shots may be challenged.
4. Limit 20 teams – two relays, 10 teams max each relay.
5. Each team will consist of six (6) firing members.
  - a. All shooters on any team must be associated with the club for which they represent. A competitor may fire on any team from ONLY ONE CLUB during the three matches and may only shoot one relay per day.
  - b. Each shooter MUST fill out and complete a contact form prior to shooting their first match of the season. This information will be used to email final match results to club contacts.
  - c. Competitors may only compete in one class.
    - i. Junior's are competitors 18 and under.
    - ii. Men's are competitors over 18 including seniors.
    - iii. Women's are competitors over 18 including seniors.
6. Juniors must follow High Power Rules, for example, no small-bore pants or shoes, etc.
7. Safety Responsibilities
  - a. Do not raise the muzzle above the target line *at any time!*
  - b. Each club must ensure that new shooters are safe and capable of keeping rounds safely on the target and in the impact area. Range Officers will immediately remove an unsafe shooter from the line. Each club is responsible for their competitors' actions.
8. Disability Review
  - a. Apply one month in advance of the deadline, to determine alternative shooting position.
9. All disputes arising from the interpretation of League Rules will be resolved by a League Officer. In the event that a League officer is involved, a three-person jury will be selected (Captain from three uninvolved teams).
10. There will be no practice firing at the 200-yard range before the match!
11. The Event consist of three Matches:
  - a. Starting Time: #1 – 9:00 AM #2 – 12:30 PM
  - b. Block Shooting Time – 2 hrs. 18 mins per relay
  - c. No rain dates (If either morning or afternoon relay is canceled, the entire Match will be canceled).
    - i. If first Match is rained out, the first 10 shots from Match two will be used for Match one and the last 10 shots from Match two will be used for Match two.
    - ii. If second Match is rained out, the last 10 shots from Match one will be used for Match two and the first 10 shots from Match one will be used for Match one.
    - iii. If third Match is rained out, scores from Match two will be used for Match three, the first 10 shots from Match one will be used for Match one and the last 10 shots will be used for Match two.

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## 12. Course of Fire:

- a. 2 sighters plus 20 shots for record. Sighters are optional and may be taken in any position.
- b. When pair firing, the shooter on the right fires first, and shooters alternate firing.
- c. Target will be the military SR short-range target at 200-yards.

## 13. Any offhand position allowed by NRA Rules may be used.

## 14. Rifles:

- a. TRIGGERS – any safe trigger (no minimum weight, triggers will not be weighed)
- b. No restrictions as to sights.
- c. Any safe ammunition may be used. No tracers.
- d. The same rifle must be used throughout the relay unless it becomes disabled. Bad ammo is not a disabled rifle.
- e. Single round loading only! **KEEP FINGER OFF TRIGGER AND OUTSIDE TRIGGER GUARD UNTIL ON TARGET AND READY TO FIRE!!** Rifle muzzle must not be raised above horizontal, when closing bolt or once bolt is closed. In case of slam fire, malfunction or accidental trigger contact, rifle must be pointed in a safe direction so discharge will strike ground or backstop. WE CANNOT HAVE ROUNDS LEAVING THE RANGE!! Match Officers will warn any shooter raising gun above horizontal. Repeated infraction will disqualify shooter. Only an unloaded rifle with open bolt may be placed butt down.
- f. Schuetzen butt plates (any type of hook) and palm rests are not allowed.
- g. Slings must be in parade position.
- h. Use of ECI (empty chamber indicator) is required. (NRA Rule 3.21) Yellow colored indicators are required, for visibility. Open bolt indicator is not sufficient.
- i. Compensators are NOT allowed. Flash suppressors are ok.

## 15. Scoring:

- a. Sighters will be recorded on score sheet, in location provided.
- b. X's will be scored and marked as an "X".
- c. Misses will be marked "M".
- d. Any changes of scores must be signed by the Range Officer for that relay.
- e. Any score that is not legible will be scored as a MISS.
- f. Team Captain's and Scorer's signatures must be on the score sheet. It is the responsibility of the Team Captain to check scores and totals.
- g. Score cards must be turned into Range Officer before leaving 200-yard area.
- h. The winning team will be determined as follows:
  - i. Placement formula (average of places)
  - ii. If teams are tied, the team with the:
    1. Highest total score for all three weeks.
    2. Highest total "X" count for all three weeks.
    3. Highest team score starting with last match and working backward.
- i. The lowest score fired in the match will be the dummy score for the day. (Dummy score must be 20 record shots)

## 16. High on Team Award.

- a. A competitor may fire on any team from ONLY ONE CLUB during the three matches and must fire a majority of the matches on one team to be eligible for the high-on-team award.

## 17. Trophy match is the last match of the event.

- a. Highest score on this day will determine the winners.
- b. Competitors must shoot all three matches to be eligible.
- c. Competitors may only compete in one class.
  - i. Junior's are competitors 18 and under.
  - ii. Men's are competitors over 18 including seniors.
  - iii. Women's are competitors over 18 including seniors.