

Match Bulletin for Tactical Rifle Matches

Match fee is \$10, signup is 8 AM

The Tactical Rifle Match is for scoped, centerfire rifles. All shooting is done from the prone position at 300 yards, and a folding bipod must be employed. No rear rest of any kind is permitted. Allowed calibers are from .20 through 8mm.

Shooters will need a minimum of 31 rounds for score, but there will be a sighting-in period between Stages One and Two, with unlimited sighters for five minutes. A shooting mat is recommended

Stage One – Cold Bore Shot

Time: 1 Minute Rounds: 1 Shooter will fire one round at a three-inch black circle. Target will be pulled and marked. This is followed by 5 minutes of sight-in.

Score: 50 points for a hit, 0 points for a miss. **Any shot touching any part of the target will be considered a hit.**

Stage Two – Shapes

Time: 5 Minutes Rounds: 10 Target consists of 25 black geometric shapes with three inch white centers. When target appears, shooter will have 5 minutes to engage 10 designated targets. **Targets will not be pulled between shots.**

Score: 10 points for shots completely within the white circle, 5 points for shots touching any of the black, 0 points for a miss, -10 for shots touching any part of a non-assigned target.

Stage Three – The Shredder

Time: 60 seconds Rounds: 10 Shooters will take 10 shots on a TQ-20 reduced silhouette. **Target will remain up for 60 seconds.**

Score: X, 10, 9, or 8 according to scoring rings on target.

Stage Four – Know Your Limitations

Time: 10 Minutes Rounds: Up to 10 Shooter will have 10 minutes for **up to** 10 shots at 4 circles. Targets will be pulled and marked for each shot, **shot location and value will be recorded on score sheet.**

Score: 6in = 10 points 4 ½ in = 25 points 3in = 60 points 2in = 140 points

Miss by a lot = 0 points

Miss by a little = minus 2x target value.

Yeah, you read that right.