



2011 KAIMO LRRP CUP

Open to all rimfire enthusiasts, this is a Five Stage Long Range Rimfire Philippine (LRRP) match requiring a minimum of 76 rounds to be held in the Taytay Shooting Range. The stages are practical courses with targets composed of both paper and metal targets placed at various distances from 25 meters to 150 meters. Minimum ten-zone target size will be three inches so that will give shooters a lot of leeway.

There will be two rifle divisions; namely Semi-auto and Manual (bolt, lever, pump, and single shot). There will be no separate classification for open or scoped rifles. This match is open to all rifle persons PPSA, non-PPSA, hunters, air-rifle persons, silhouette shooters, and the like – as long as your firearm is safe and licensed.

Trophies and medals (which have been generously donated by Mr. Gerry Kaimo) will be awarded to the following:

1. Semi Auto Division – Trophies for the 1st and up to the 5th position, medals for the 6th and up to the 10th position.
2. Manual Division – Trophies for the 1st and up to the 5th positions, medals for the 6th and up the 10th position.

Details of the match will be as follows:

Date: Oct, 30, 2011

Range location: Taytay Shooting Range

Host: Mr. Gerry Kaimo (LRRP founding member and currently our Treasurer)

Time: Registration starts at 8:00 am and will close by 10:00 am.

Shooters will be allowed to zero until 8:45 am

Competition starts at 9:00 am

Registration fee is P500

Bring your own bullets or buy at the range – you will need at least 76 rounds for the range proper if you are perfect so bring a hundred to make sure.– bring excess rounds for the LRRP traditional parting shot if we end early. There will be persons selling bullets for those that do not have any.

The Basic rules are as follows:

- .22 LR Rimfire only (Sub-sonics, SV, HV – all only with lead bullets allowed) – no magnums please or stingers.
- Any rifle allowed (conversions allowed), any optic / sighting system.
- Front support from bipod allowed when required. Use of benchrest or "lead sled" styled vices or rests prohibited. Rear support not allowed. Only range sandbag is allowed.
- Slings optional but only simple slings allowed depending on stage if allowed – for this match sling will not be allowed except to carry the firearm.

- **No shooting jackets or artificial supports allowed. Palm rests prohibited. Only regular gloves allowed – no shooting gloves, No butt hooks allowed or any cylindrical protrusions from the butt are allowed , adjustable butts must be centered and taped. Adjustable cheek pieces must be adjusted and taped (no adjustment during the whole tournament). Elbow and knee pads allowed. Simple shooting mats allowed (blankets, exercise mats – nothing to artificially stabilize the rifle). Spotting scopes not allowed on firing line. Tripods for resting weapon not allowed on firing line during relays or between relays.**
- **Only one rifle and optics system to be used – what is on your rifle (except bipod) stays on your rifle and can be used. No switching rifles, no switching sights – if you have a scope and red dot when you started you can use both provided they stay on the rifle at all times. You cannot add and remove optics for each stage. The only removable item is the bipod – this can be removed from stage to stage or between relays.**
- **Laser range finders not allowed in the shooting boxes only in the audience area.**
- **Shooter must have safety gear (safety glasses and ear plugs) if not they will not be allowed to shoot.**
- **Guns must be transported within the range proper safely with bolt open or in cases. Unnecessary gunhandling will and can lead to your being asked to leave the range.**

Courses of Fire

STAGE ONE

Name: Barricade 25

With 5 individual paper silhouette targets placed at 25, 50, 75, 75, and 80 meters, 5 shots per relay, shoot all 5 targets on each relay

Scoring: Fixed time, fixed number of rounds

Target: 150 Silhouette Target

Starting position: Port Arms with magazine in rifle bolt open safety on - away from shooting box. On signal approach shooting box and only within the shooting box can you chamber the rifle and go into the indicated barricade slot and shoot the 5 different targets. Do this 5 times.

Time: One minute for five shots per relay, one relay for each point in the barricade, 5 relays total - 30 seconds between relays to load and get into position otherwise this will be the equivalent of one penalty per delay.

First relay use shooting slot 1, second relay shooting slot 2, third relay shooting slot three, fourth relay shooting slot 4, fifth relay – your choice of the four slots to use.

Penalties: Chambering outside the shooting box, feet or any portion of the body outside the shooting box, more than five rounds on one target paper (penalty is for each extra round on the paper regardless of other paper targets rounds), violating hitting all targets per relay (or stacking), etc. Penalties are minus 10 points per penalty.

Total rounds required: 25 rounds – maximum rounds per magazine is limited to 5 rounds.

Total Possible Points: 250

STAGE TWO

Name: Fast, Faster, and Furious

Five 4 inch metal resettable targets placed all in a row (horizontally and perpendicular to the shooter) at seventy five meters. Shoot all 5 targets for each relay at shorter times per relay.

Scoring: Fixed time, fixed number of rounds (5 rounds max to one magazine) One of two authorized persons to signify a hit for a count (persons or watchers to be designated by RO – be it the RO or the range boys) – a miss must be signified by two persons. Hit is worth 10 points. Shooting the same plate twice in one relay is not allowed – should it happen the second hit will be considered a miss.

Target: 4 inch resettable plates. Shooter can shoot plates in any sequence right to left or left to right). One of the designated watchers must signify a hit, two to signify a miss – orange on the bottom of the target must be seen to signify a hit to the watcher. Noise of hitting does not count. Each plate is worth 10 points. Shooter is not allowed to hit the same plate twice in one relay. This will not be penalized and will be considered a miss.

Starting Position: Start at prone position – with rifle with inserted loaded magazine and round chambered (total of 5 bullets only per relay). On signal start shooting each target in sequence – must be left to right or right to left. You can use your bipod or the range supplied sandbag – you cannot use your own sandbag.

Time for Relays: For Semi- auto 1st relay – 18 seconds, 2nd relay – 16 seconds, 3rd relay – 14seconds, 4th relay -12 seconds, 5th relay – 9 seconds

For Manual _ 1st relay – 20 seconds, 2nd relay – 18 seconds, 3rd relay – 16 seconds, 4th relay – 14 seconds, 5th relay – 12 seconds.

30 seconds between relays to load and get into position otherwise this will be the equivalent of one penalty per delay.

Penalties – shots fired after time, etc., Penalties are minus 10 points per penalty.

Total Rounds Required: 25 rounds

Total points 250

STAGE THREE

Name: Two then Three and Vice Versa

Five plates T1 to T5 (minimum three inches with other plates up to five inches) placed at approximately 30-35 meters or less and two shooting boxes labeled A and B.

Scoring: Fixed time, unlimited magazines (5 rounds max to one magazine)

Target: Three or four or five inch plates placed in a row at approximately 30-35 meters or less with two plates grouped in one area and three plates grouped in another area. – fall to score – if plate is hit but does not fall, no score. Shooter can shoot plates in any sequence (left to right or right to left) within the two groups (group of two or group of three). Will count total fallen plates only for score. Each plate worth 10 points. Shooter can keep on shooting at one plate as many times as they want until it falls.

Starting Position: For the first relay - In front of starting box A in port arms position with loaded magazine in and bolt open and safety on – on signal enter shooting box A chamber round and shoot Targets 1 and 2 , the open bolt and move to shooting box B and shoot targets 3,4, and 5.

For the second relay repeat sequence in reverse starting with shooting box b taking targets 3,4,5 then open bolt and move to shooting Box A and take out targets 1 and 2.

30 seconds between relays to load and get into position otherwise this will be the equivalent of one penalty per delay.

Five rounds maximum to one magazine – unlimited magazines – shooter can shoot as much as they want as long as they do magazine changes and stay within time

Time: One minute for 5 rounds.

Penalties: Chambering outside the shooting box, feet or any portion of the body outside the shooting box, shots fired after time, etc. Penalties are minus 10 points per penalty.

Total Rounds Required: Minimum of 10 rounds

Total points 100

STAGE FOUR

Name: Hillside

Five 4 inch resettable plates T1 to T5. T1 to T3 placed at approximately 45 meters and T4 to T5 placed at approximately 103 meters – done twice.

Scoring: Fixed time, unlimited magazines (5 rounds max to one magazine) one of two authorized persons to signify a hit (persons or watchers to be designated by RO – be it the RO or the range boys) – a miss must be signified by two persons.

Target: Five resettable four-inch plates placed with two plates grouped in one area and three plates grouped in another area. Shooter can shoot plates in any sequence or order. One of the designated watchers must signify a hit, two to signify a miss – orange on the bottom of the target must be seen to signify a hit to the watcher. Noise of hitting does not count. Each plate is worth 10 points. Hitting the same plate in a relay does not count as a hit once that plate has already been hit in that relay.

Starting Position: Port Arms with loaded magazine and bolt open and safety on, on starting line. On signal advance to shooting box and assume any freestyle position as long as you are inside the shooting box, and take out the five targets in any order. Do twice.

Five rounds maximum to one magazine – unlimited magazines – shooter can shoot as much as they want as long as they do magazine changes and stay within time

Time: One minute for 5 rounds.

Penalties: Chambering outside the shooting box, feet or any portion of the body outside the shooting box, shots fired after time, etc. Penalties are minus 10 points per penalty.

Total Rounds Required: Minimum of 10 rounds

Total points 100

STAGE Five

Name: Two Shots One Hit

To be held after lunch – all other courses will be held in the morning up until 1:30-2:00 then we will clear the ranges to accommodate Stage five.

Balloon targets T1 to T5. T1 to T2 placed at approximately 41-44 meters, T3 at approximately 76 meters, and T4 to T5 placed at approximately 92-99 meters.

Scoring: Fixed time, two magazines (5 rounds max to one magazine) Balloon must blow up or deflate to signify a hit.

Target: Balloons of a designated size on a string – swinging in the wind if you are unlucky. Each balloon is worth 20 points. Balloon must deflate to score.

Starting Position: Port Arms with loaded magazine and bolt open and safety on, on starting line. On signal advance to shooting box and take out the five targets in any sequence. Only two shots can be fired per target. Five rounds maximum to one magazine – two magazines max– Shooter can only take two shots per target otherwise this is a penalty if more than two shots are fired at one target.

Time: One minute.

Penalties: Chambering outside the shooting box, feet or any portion of the body outside the shooting box, shots fired after time, etc. Penalties are minus 10 points per penalty.

Total Rounds Required: Minimum of 10 rounds

Total points: 100

If you have any rounds left and time left in stage five then you can go for bonus points

Bonus : One Long Shot (part of Stage Five)

One plate or popper at the farthest position (103 meters)

Scoring: Only designated watcher may signify a hit. Two watchers to signify a miss.

Prerequisite: You must have hit all balloons in stage five plus still have bullets left.

Position: freestyle - on signal you can start shooting.

Time: 15 seconds.

Number of rounds: 1

Total points 30

Total Possible Score 800 inclusive of bonus. (830 if perfect)

Total minimum number of rounds required: 76

Ties will be resolved by shootouts – if shooter is absent then winner is the person present – we will shoot until we miss if necessary into the darkness, until one gives up.

All stages may change before the start due to range conditions or equipment or personnel availability.

Please note the diagrams below are indicative and do not reflect the exact positions of the targets.

Sample

SCORE

	10's	8's	5's
1	10	1 08	1 05
2	20	2 16	2 10
3	30	3 24	3 15
4	40	4 32	4 20
5	50	5 40	5 25

150 Silhouette Target 2011

SHOOTER #

10 pts

8 pts

5 pts

----- SIZE IS: INCHES -----

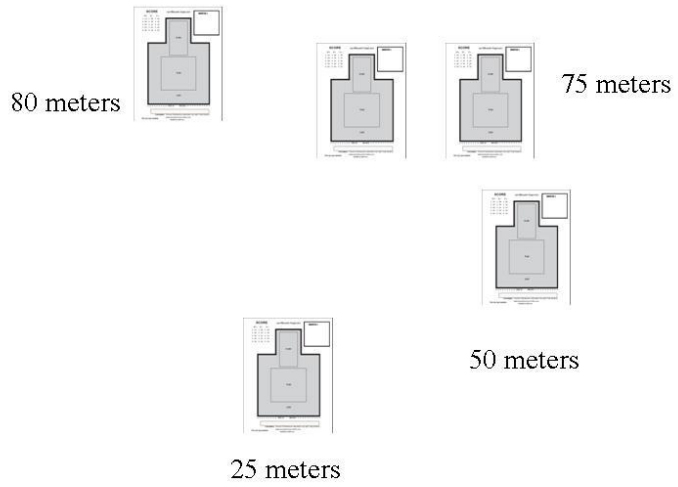
5 ROUNDS - TOUCH THE BLACK LINE AND YOU GET THE POINTS

For 25-150 meters

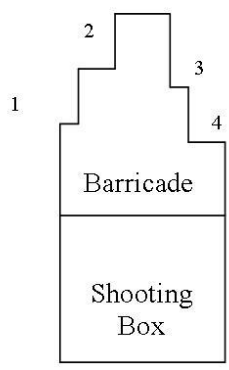
www.tacticalprecisionrimfire.com

Modified by LRRP 2011

**2011 Kaimo LRRP Cup
Stage One
Barricade 25**

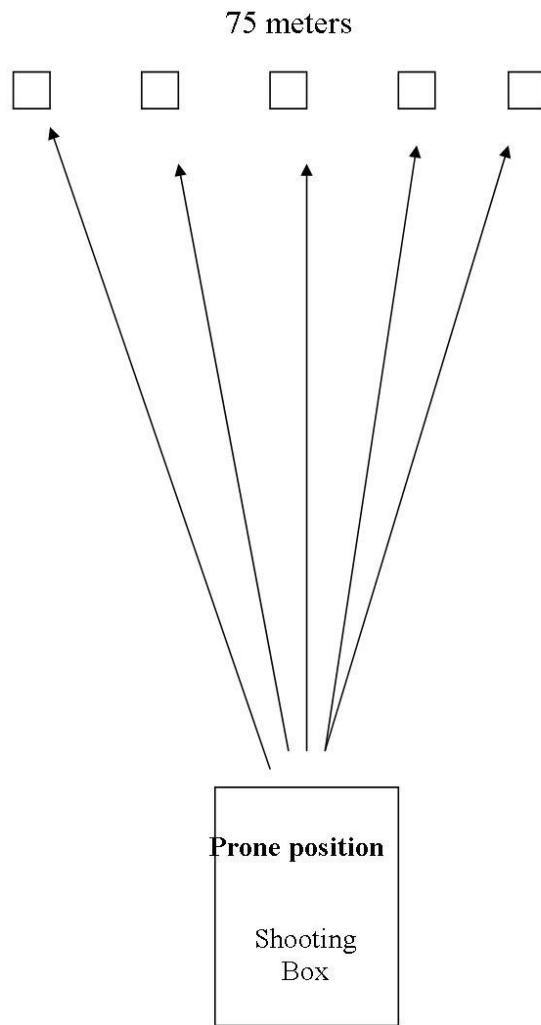


**Firing positions
nos. 1-4**

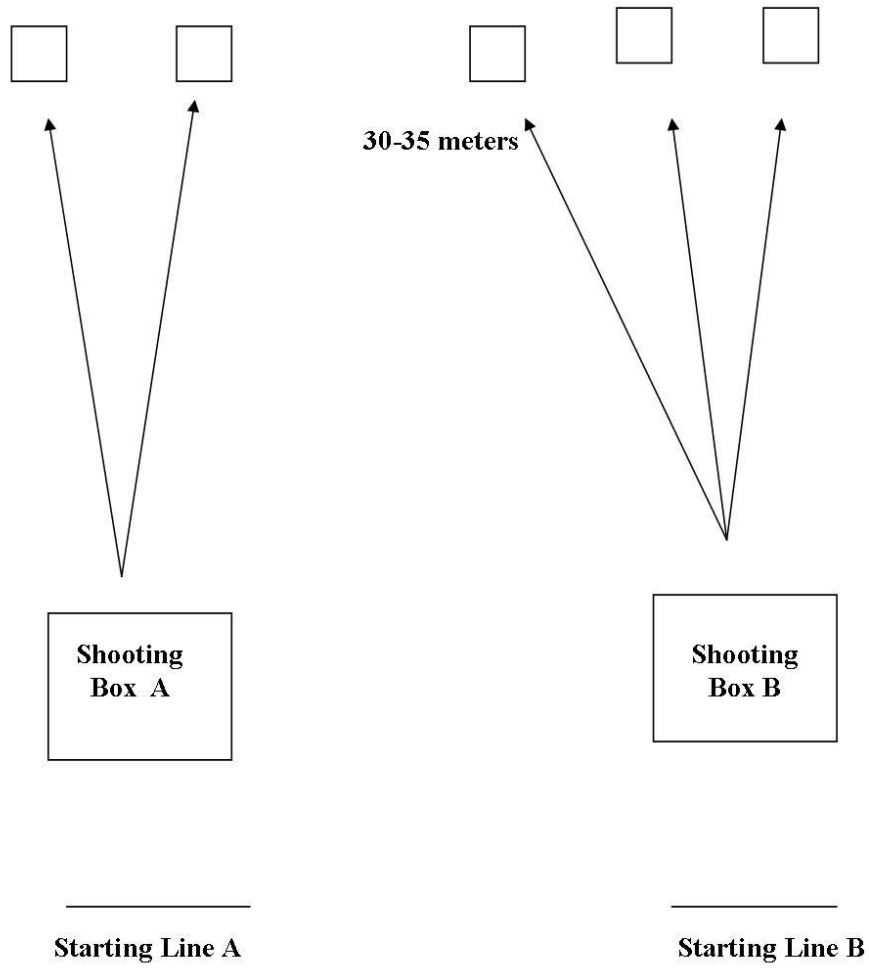


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Starting Line

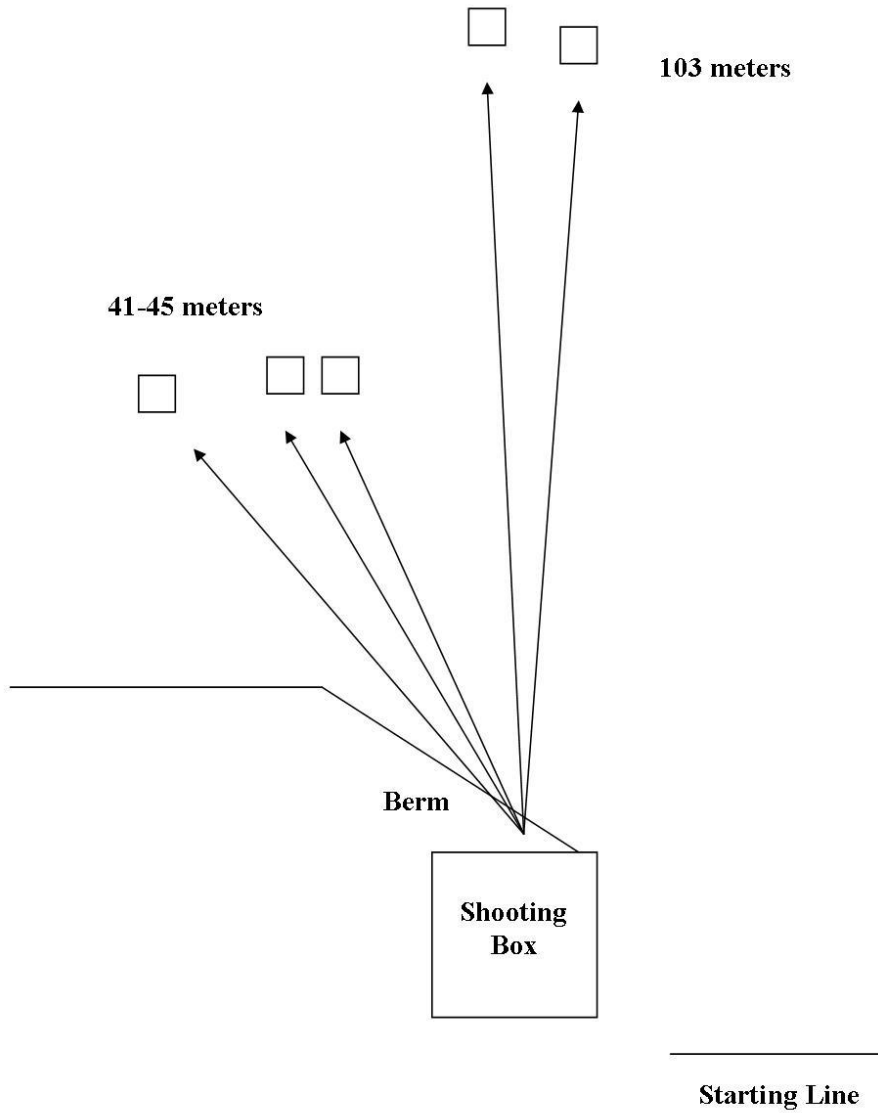
**2011 Kaimo LRRP Cup
STAGE TWO
Fast, Faster, and Furious**



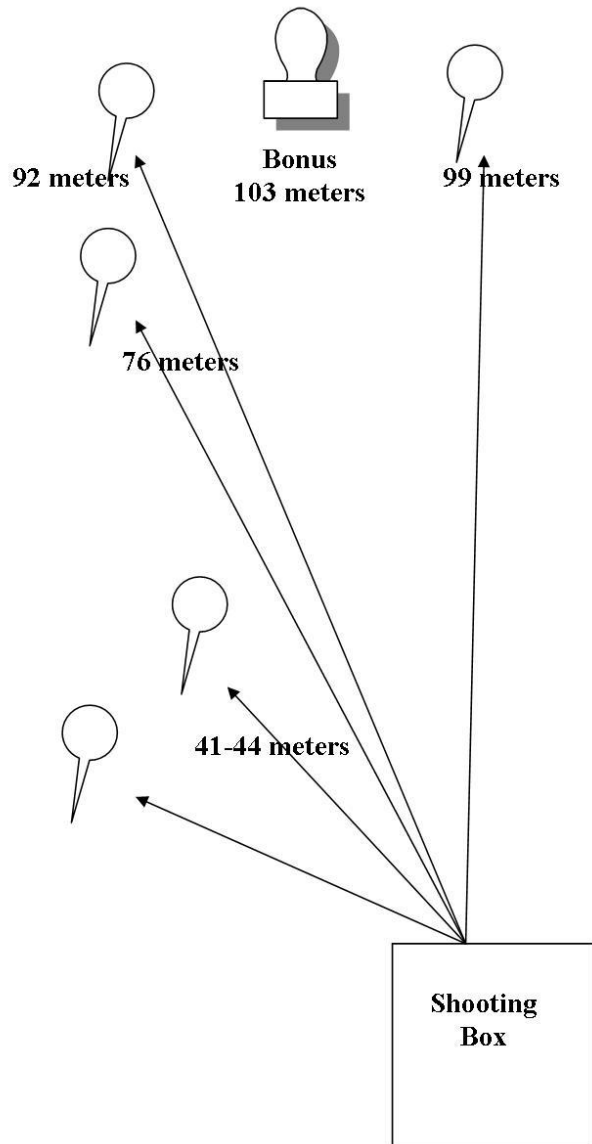
**2011 KAIMO LRRP CUP
STAGE THREE
TWO THEN THREE AND VICE
VERSA**



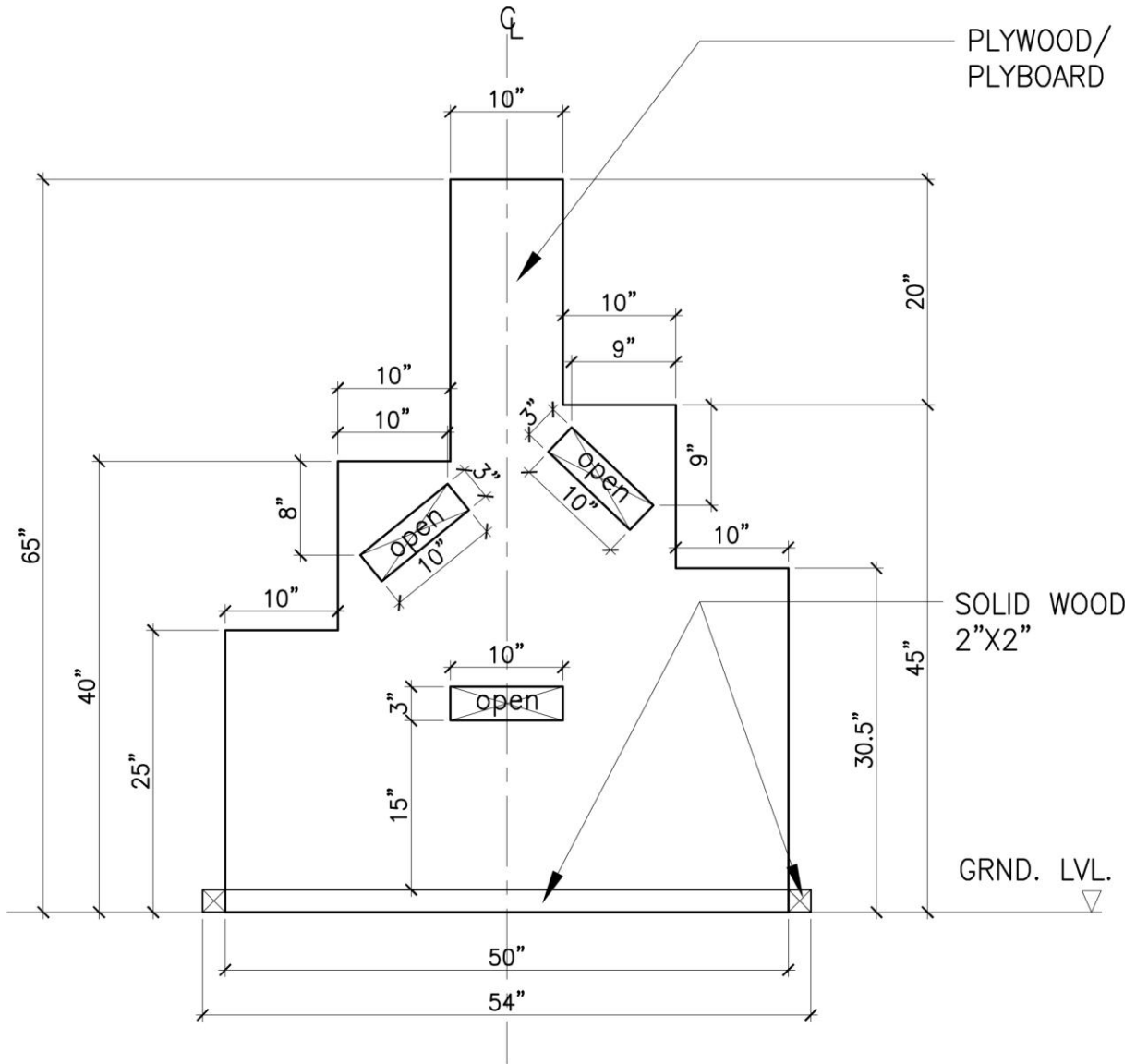
**2011 KAIMO LRRP CUP
STAGE FOUR
HILLSIDE**



**2011 KAIMO LRRP CUP
STAGE FIVE PLUS BONUS
TWO SHOTS ONE HIT**



BARRICADE DIMENSIONS



FRONT VIEW

OPTION-1