# 2012 GM MASTER CUP TAYTAY HAMAKA FESTIVAL TAYTAY RANGE 

Open to all rimfire enthusiasts, this CUP offers two main events - IPSC style ACTION SHOOTING and LONG RANGE SNIPING.

The ACTION SHOOTING event has four stages with steel targets and boards from 10 meters to 80 meters with the average target at 20 meters. Comstock - unlimited rounds and time stops when you stop it will prove to be a fast and exciting event. There will be two divisions (semi-auto and manual). This will be pure adrenalin - you can win with open sights or with optics. Find out and try - it will be fun we promise you.

The LONG RANGE SNIPING has only one stage with targets from 220 to 290 meters. This is an introductory course and targets will be setup against the cliffs such that you can walk your bullets in. There will only be one division - open, no front sandbags allowed so bring your bipods, rear sandbags are allowed though. So if you think you can be a sniper - try this out.

For both events 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. Use one rifle for ACTION SHOOTING and another for your LONG RANGE SNIPING.

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

ACTION SHOOTING

MANUAL DIVISION
1-3 TROPHIES
4-5 PLAQUES 6-10 MEDALS

SEMI-AUTO DIVISION
1-3 TROPHIES
4-5 PLAQUES
6-10 MEDALS

LONG RANGE SHOOTING
OPEN SNIPER DIVISION
1-3 TROPHIES
4-5 PLAQUES
6-10 MEDALS

Details of the match will be as follows:

Date: Saturday March 3, 2012
Range location: Taytay Shooting Range
Host: Mr. Gilbert Manela
Time: Registration starts at 8:00 am and will close by 12:00 am.
Competition starts at 9:00 am

## Registration fee:

P500 for the ACTION SHOOTING
P500 for the LONG RANGE SNIPING
Package deal if you shoot both - pay only P700.
Bring your own bullets or buy at the range - you will need at lot of rounds for the action shooting but the ranges are so short and targets large enough that you can use ARMSCOR rounds easily.. if your are good 76 rounds for the Action Shooting event - if you are wild and love to shoot - bring a lot more since it is COMSTOCK. For the long range event $\mathbf{- 2 5}$ for the main COF and maybe 25 more for breaking ties. There will be persons selling bullets for those that do not have any - but it is first come first serve. Lunch will be provided for free as long as it lasts...

Fun match - time permitting we will hold a simple rimfire pistol match should we have enough participants - this is a test to see if there is a market for $\mathbf{2 2}$ handgun. If interested please bring your firearm.

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.
- Any mag allowed for the action shooting - what is not allowed are mags joined together - single long mags allowed - all other extra mags must be in your pouch and pulled from there - IPSC ruling.
- 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 for each event - 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. One rifle for action shooting and one rifle for Long range sniping.
- Laser range finders are allowed.
- IPSC Rules will apply in reference to the Action Shooting event.
- RO's decision is final.
- 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.


## ACTION SHOOTING COURSES OF FIRE

## 2012 GM TARGET MASTER CUP TAYTAY HAMAKA FESTIVAL <br> Stage 1


$\bigcirc \bigcirc \bigcirc \bigcirc 80$ meters


36 RDS - plate must fall
10 meters to 80 meters
Shooter on mark " $X$ "
Gun loaded chamber empty strong hand on butt
"Comstock" - Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number

## 2012 GM TARGET MASTER CUP TAYTAY HAMAKA FESTIVAL Stage 2


within the shooting area as defined
"Comstock" - Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number

# 2012 GM TARGET MASTER CUP TAYTAY HAMAKA FESTIVAL Stage 3 



## SHORT COURSE <br> COMSTOCK <br> 10 RDS-2 hits per target <br> Shooter seated hands on mark " $X$ " <br> Gun loaded chamber empty placed <br> on top of the table



Target is IPSC board Ranges are estimates and may differ as to actual.
"Comstock" - Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number

# 2012 GM TARGET MASTER CUP TAYTAY HAMAKA FESTIVAL Stage 4 



20 meters more or less


All metal plates
Ranges and locations
are estimates and may
differ as to actual.

## SPEED COURSE

 COMSTOCK10 RDS - plate must fall
18 meters to 25 meters
Shooter in shooting box
Gun loaded and chambered pointing
at target (condition one)
"Comstock" - Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number

## LONG RANGE SNIPING <br> Course of Fire

Name: WALK IT IN
With 5 metal targets placed between 200 to 290 meters, 5 shots per relay, shoot only the indicated target on each relay, 5 Relays - total 25 rounds
Scoring: Fixed time, fixed number of rounds
Target: Metal targets with electronic flashers and white paint for back up.

## Starting position:

Shooter will be given up to 30 seconds to prep (load magazines, laser targets, lay out his mat, etc.) after 30 seconds the first relay starts.
Shooter on the ground prone behind the shooting line with magazine inserted and loaded with 5 rounds only and bolt open.
On signal shooter will have five shots to hit the indicated target and be given up to 30 seconds to accomplish this. A hit will mean end of the relay.
$1^{\text {st }}$ relay - target one - approximately 230 meters
$2^{\text {nd }}$ relay - target two - approximately 240-250 meters
$3^{\text {rd }}$ relay - target three - approximately 285-290 meters
$4^{\text {th }}$ relay - target four - approximately 285-290 meters
$5^{\text {th }}$ relay - target five - approximately 230 meters
Shooter will only be given 30 seconds between relays to fill up the magazine, laser the target if needed, and prep for the next indicated target.

## Scoring:

Only one hit is required per target.
If shooter hits the target with the :
$1^{\text {st }}$ shot -100 points
$2^{\text {nd }}$ shot -80 points
$3^{\text {rd }}$ shot -60 points
$4^{\text {th }}$ shot -40 points
5the shot- 50 points.


To score the flasher of the indicated target must light up. The metal target's flasher is trigger by the sound of the bullet hitting the plate so even a shot hitting the edge of the plate will trigger the flasher and a hit will be scored. The flasher will flash for ten seconds.
The range officer and his or her designated watcher will be on watch to indicate a hit. A call from one will be a hit.

## Penalties:

Loading more than five rounds per magazine, late shot, shooting more than five rounds, hitting the wrong target, shooter or weapon touching the ground beyond the shooting line.
Penalties are minus 10 points per penalty.
Total rounds required: Required is 25 rounds
5 if your are a great shooter and lucky - 25 rounds if you are malas - maximum rounds per magazine is limited to 5 rounds.
Total Possible Points: 500

Ties will be resolved by shootouts - if shooter is absent then winner is the person present we will shot until we miss if necessary into the darkness, until one gives up. The tie breaker will be a resettable target placed randomly in the open between 200 to 285 meters. Each shooter will have 5 shots to hit the target.

The stage 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.

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