



## **LRRP BOLO CUP 2011 MATCH**

**Range: ARMSCOR Marikina**

**Date: July 16-17 (Sat. and Sun.), 2011**

This match is for 22LR rimfire only (no Magnum) and is open to semi-auto, bolt, pump, lever, and single shot rifles. There will be only one classification for this Long Range Match – the open division. 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 will be awarded to the following:

- a) Manual Rifle Division – 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>
- b) Semi- Auto Rifle Division – 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>
- c) Armscor Rifle Division – 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>

**Date: July 16-17, 2011**

**Time: Registration starts at 8:30 am**

**No zeroing except during Course one sighting phase of two minutes.**

**Competition starts at 9:00 am**

**Registration fee is P500 for initial division shoot – reshoot in each division P300**

**Armscor Rifle Division is for those with semi-auto or bolt Armscor 22 LR rifles be it Armscor or Squires Bingham rifles – you can only join one division at a time – an Armscor bolt rifle is either the bolt division or the Armscor rifle division, you cannot shoot both unless you register for one and register for the other (meaning you pay for both and you have to shoot both times)**

**Bring your own bullets– you will need at least 75 rounds for the range proper and if you reshoot or join other divisions – you will need an additional 75 rounds per shoot – this does not take into consideration the sighting shots.**

**The Basic rules are as follows:**

- .22 LR Rimfire only (Sub-sonics, SV, HV – all only with lead bullets allowed)
- Any rifle allowed (conversions allowed), any optic / sighting system.
- Front support from bipod allowed only when required. Use of benchrest or "lead sled" styled vices or rests prohibited.
- Slings allowed.
- Rear sandbags not allowed.

- No shooting jackets or artificial supports allowed. Palm rests prohibited. Only regular gloves allowed – no shooting gloves, No butt hooks 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.
- Shooter must have safety gear (safety glasses and ear plugs) if not they will not be allowed to shoot. We will be strict – so beg borrow or steal to be safe and to play!
- No coaching while the shooter is engaged.
- No zeroing on Sunday...except for sighting on course one.
- Guns must be transported within the range proper safely with bolt open or in cases. Rifles must be either pointed downrange or skyward. Unnecessary gunhandling will and can lead to your being asked to leave the range.
- Shooters will be allowed to shoot in all divisions.
- No range finders in shooting box allowed.
- We will be using the best edge scoring system – touch a line or break a line will count as a hit. Please disregard break line rule on target.

## Courses of Fire

### Stage One

**Name: LRRP 25 Hostages**

**Target:** LRRP 25 ROUND HOSTAGE TARGET placed at 25 and approx 50-73 meters. **White humanoids are the HOSTAGES (avoid shooting them)– black BAD GUYS (BGs) are the TARGETS.** See targets below.

**Scoring:** 10 points for every target BG hit in the inner rectangle area, 5 points for every BG hit in other areas, minus 10 for every hostage hit, minus 10 for every extra round on paper. If a Hostage and a BG is hit then score for the BG hit and minus for the hostage hit. **We will be using the best edge scoring system – touch a line or break a line will count as a hit. Please disregard break line rule on target.**

**Total rounds:** 50 rounds only for the main shoot (without sighters) broken into two 25 round strings.

**Positions:** For targets at the 25 meter line – starting position will be shooter seated and rifle with no magazine and bolt down on empty chamber – rifle held pointing upwards hand on the rifle forearm and one on the stock. On signal, shooter will load magazine and chamber and shoot the targets from a seated position. Bipods can be removed.

For the targets at the 50-73 meter line, rifles and ammo are left in firing line with bullets in magazine – bolt open and magazine loaded (5 rounds only) but not inserted. Starting position without rifle is approximately 5 meters from firing line (length is dependent on range). On signal shooter then runs to the firing line and engages all 25 targets at the 25 meter line using **any position – in effect freestyle**. No sandbags – only bipods.

**Time:** one minute for initial prepping of weapons and bullets in the firing line - 2 minutes to sight in unlimited sighters, one minute to inspect targets - then four minutes per target of 25 rounds. No break between going from the 25 to 50-73 meter targets.

**Penalties:** 10 points for late shots and any procedurals, 10 points for extra shots on your paper.



**Total Points:** Possible is 500 points

**Others:** Bring your own mat (simple) we will not provide a mat for you –Simple sandbags (sandbag cannot support rifle fully without touching the ground – of this can be done sandbag will not be allowed) and bipods allowed. You will shoot by squads. If another shooter shoots your target raise your hand and notify range office. If no notice is given by the end of the stage- the paper hits are considered yours with the corresponding penalties.

## **Stage Two**

**Name: Learn to Shoot..**

**Targets:** 25-100-SI001 Silhouette Paper targets (please see targets below) we can change this to metal resettable targets with scores of 10 points per hit (depends on range)

- Targets will be arranged across the width of the bay with equal or unequal spacing in between targets (depending on range) and can be set at different distances if need be (dependent on match director) Please see attached Stage One diagram for this particular match.

**Total Rounds:** 25 rounds total - 1 shot on/at each Silhouette per relay. Each Relay will have a total of 5 shots to be shot in one minute

### **Positions:**

**Starting position: For all relays starting will be standing with both hands holding the empty chambered rifle with 5 rounds loaded into the rifles magazine with safety on and stock must touch shooters hip – with shooter in the starting box.. On signal proceed to position indicated in relay and chamber round and shoot as per instructions.**

A Sling may be used when shooting.

Bipods may be detached or left on – shooters choice but will have only one minute to put on bipod. House sandbags are the only sandbags allowed.

Please note that on the barricade there will be a horizontal and diagonal slots to shoot out of – not a full window.

**Time:** One minute per relay consisting of 5 shots – repeat 5 times for a total of 25 rounds

### **Penalties:**

Penalties are as follows:

- Minus 10 for each bullet hole on the target above the 5 shot requirement
- Late Shot – minus 10 per shot
- Procedural – minus 10 for each round fired (ie. Shooting through the wrong window, fault line violation, moving with a chamber bolt rifle, moving with a semi-auto without the safety on, etc.).
- Any accidental discharge while moving will result in a DQ
- Follow other protocol on Stage diagram

**Total Points:** Max of 250 point

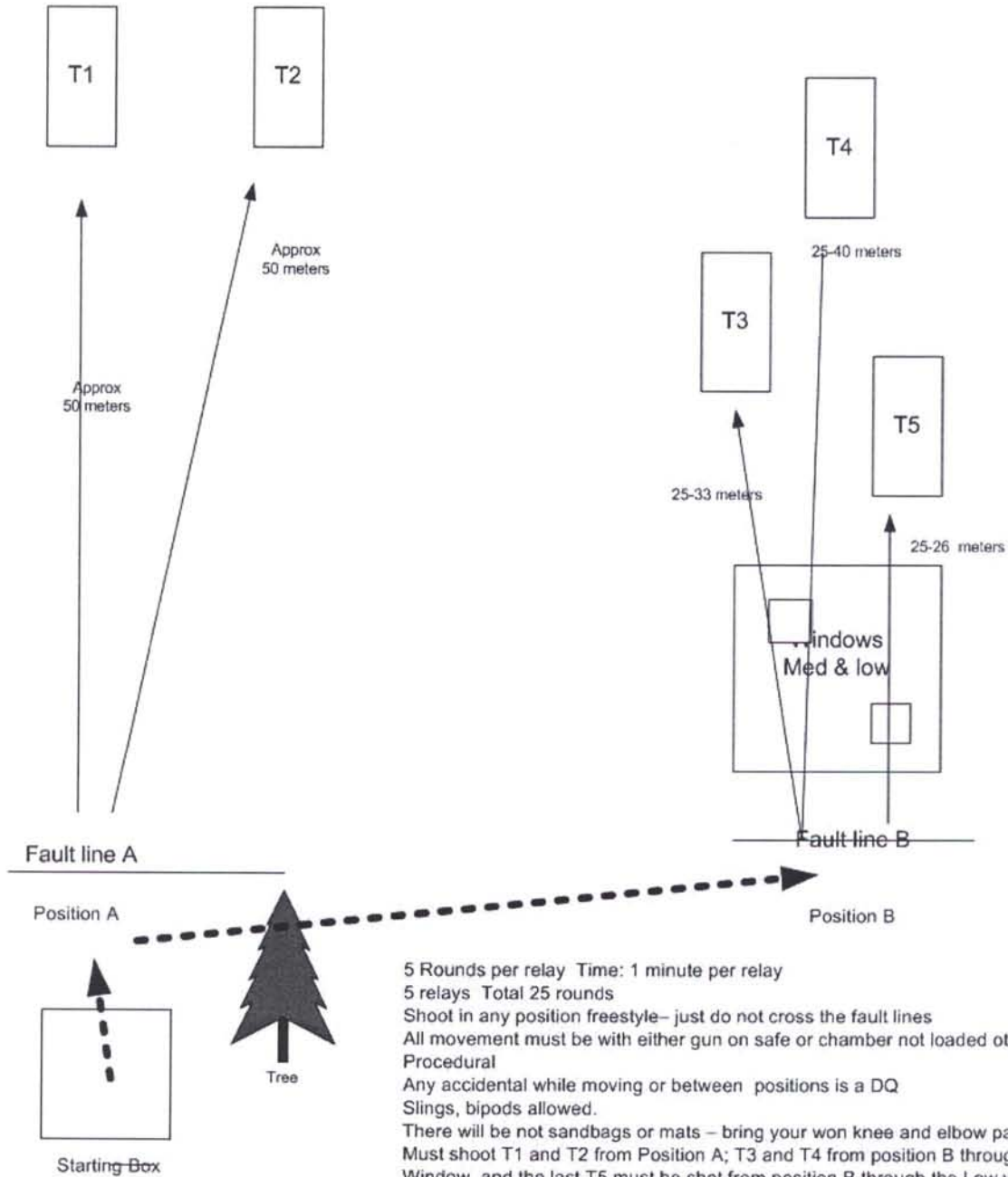
Total rounds for the match is 75 rounds

Highest possible score is 750 points.

All courses of fire are subject to change due to range conditions of the day of the shoot.

# Stage TWO

## Learn to Shoot..



# LRRP 25 ROUND HOSTAGE TARGET

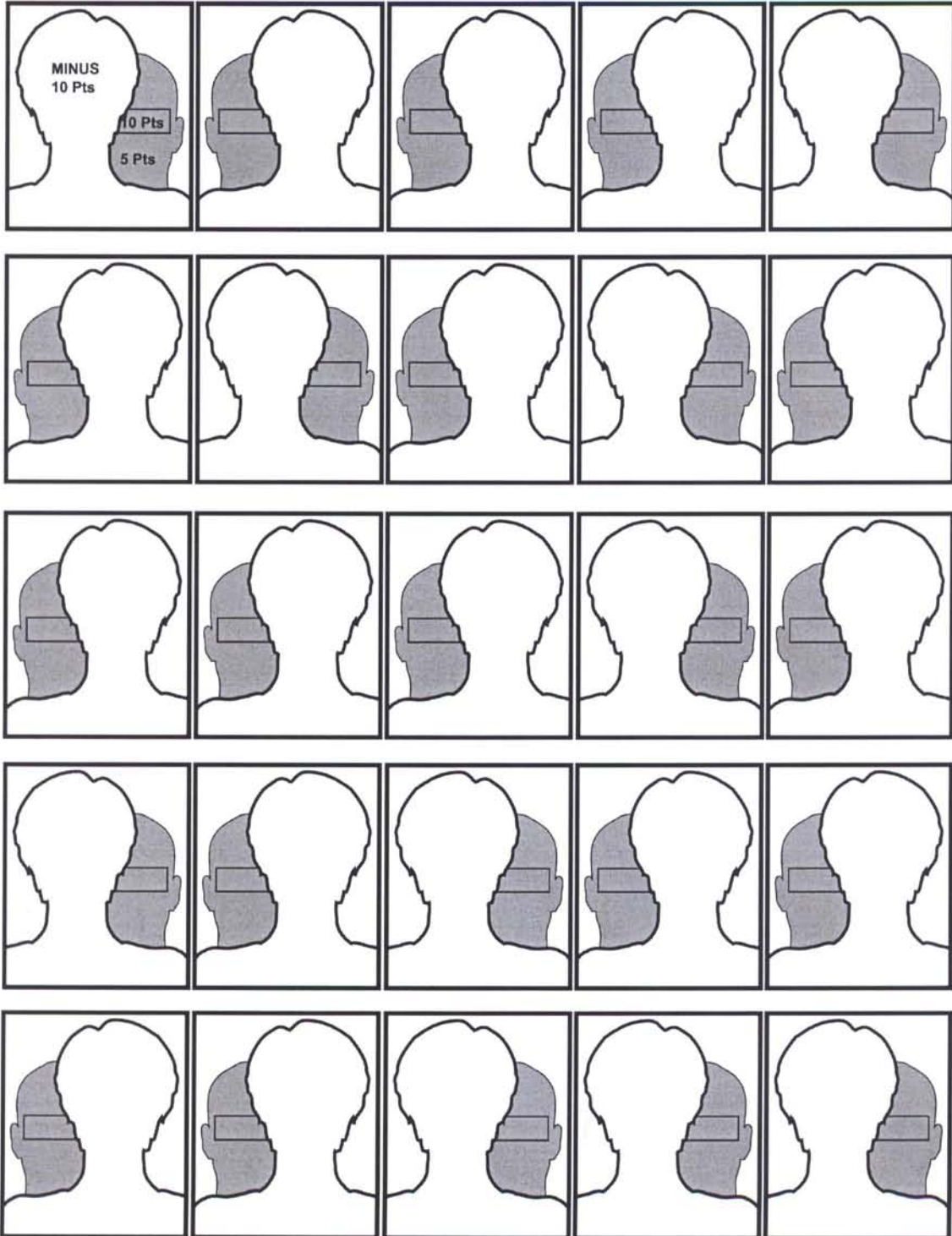
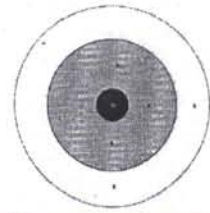
SHOOTERS NAME: \_\_\_\_\_

SHOOTERS NUMBER: \_\_\_\_\_

HITS: 10 PTS \_\_\_\_\_ 5 PTS \_\_\_\_\_ -10 PTS \_\_\_\_\_

SCORE: \_\_\_\_\_

TOTAL SCORE: \_\_\_\_\_



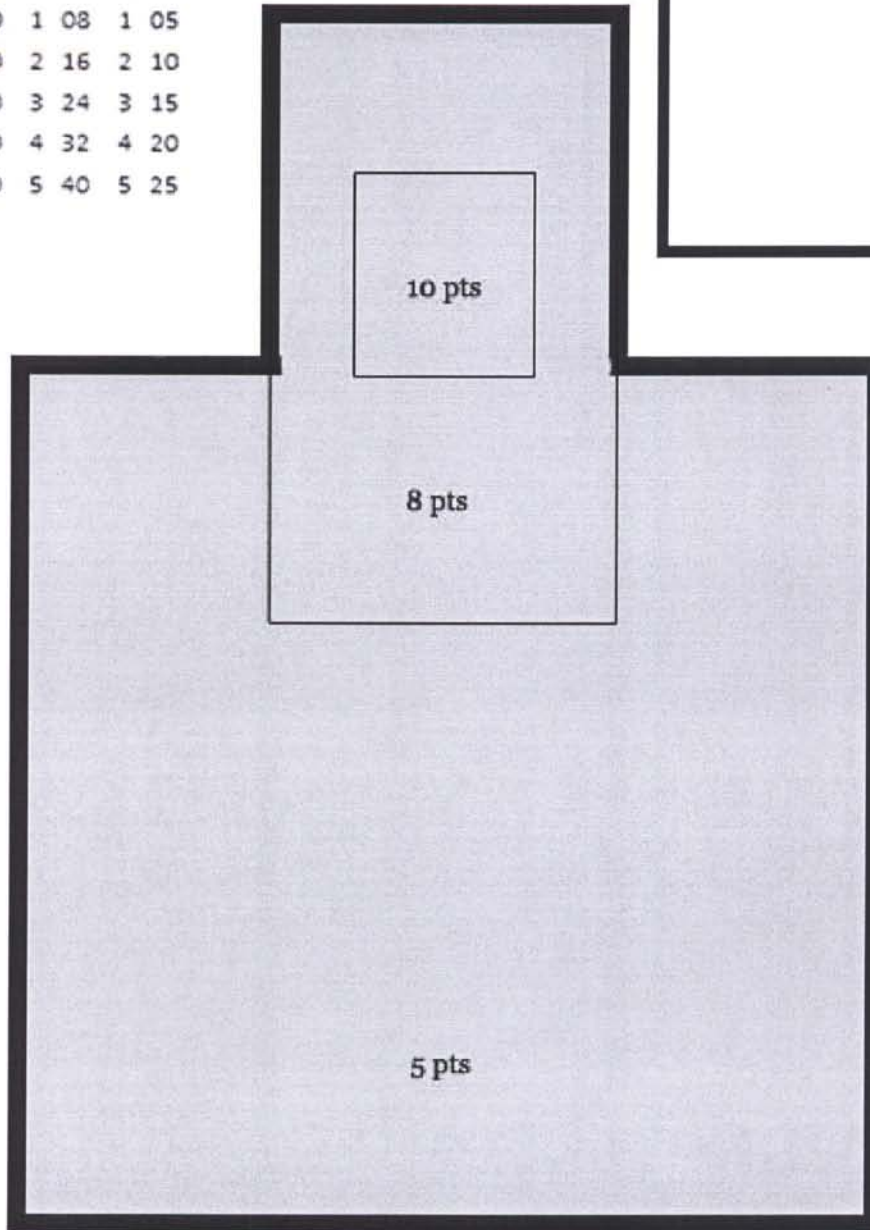
1 ROUND EACH HOSTAGE TARGET (BREAK THE LINE) HOSTAGE HIT MINUS 10 PTS TARGET HIT INNER RECTANGLE 10 PTS, TARGET HIT ELSEWHERE 5 PTS

# 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

## Silhouette Target 2011

SHOOTER #



----- SIZE IS:      INCHES -----

### UNKNOWN DISTANCE - 50 TO 250 YARDS

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

[www.tacticalprecisionrimfire.com](http://www.tacticalprecisionrimfire.com)

Modified by LRRP 2011