

AUGUST 29, 2010 ARMSCOR RANGE
LRRP 50 METER TACTICAL (23 RND)
COURSE OF FIRE THREE

Code: 50M- TAC001

This course of fire is derived from the **Sniper's Hide 50 yd Tactical RimFire Competition** and modified by LRRP. For more information on this type of shooting discipline please refer to www.6mmbr.com or www.snipershide (forum – go to rimfire section)

BASIC MATCH GUIDELINES:

- .22 LR Rimfire only (Sub-sonics, SV, HV – all only with lead bullets allowed)
- Any 22 cal. rifle allowed (conversions allowed), any optic / sighting system.
- Front support from bipod, pack or other similar "field front rests" allowed. Use of benchrest or "lead sled" styled vices or rests prohibited. Rear support not allowed.
- Slings optional but only simple slings allowed depending on stage if 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.
- Any shots over the time limit – minus highest score for the stage per late shot.
- Xs have no bearing, all ties must be a shoot out.
- Best edge scoring will apply - touch or break a line, it counts as a hit.

Distance: 50 meters

STAGE #1: Cold Bore Shot / 1 ROUND, POSSIBLE 25 POINTS - Must be the first shot of the match and day - Scoring hit...25 points black dot, 10 inside ring, 0 points outside ring. Time one minute

STAGE #2: The Grid / 10 ROUNDS, POSSIBLE 50 POINTS - At the beginning of the competition, 10 numbers will be randomly picked from 1-23 and will be listed on the opening post for that match. Only the numbers drawn will be shot at on The Grid, and be shot in the sequence of the numbers drawn, hits on proper numbered blocks equals 5 (+5) points. This will leave 13 no shoot blocks that if hit, will result in a 5 (-5) point penalty. A hit in an open area is a no hit, 0 points scored. One minute per 5 shot relay.

STAGE #3: Group / 5 ROUNDS, POSSIBLE 50 POINTS - All five shots must be within the circle for a total of 50 points. Minus 10 (-10) points for any shot outside the circle. One minute for five shot relay

STAGE #4: Know Your Limits / 4 ROUNDS, POSSIBLE 65 POINTS - 1 shot per circle. You may earn additional points as you hit the progressively smaller circles (+5, +10, +20, +30). You may opt to quit at any time and keep the points you have earned for the stage, as a miss on any one circle equals 0 points earned for entire stage. One minute for 5 shot relay.

STAGE #5: Hostage / 3 ROUNDS, POSSIBLE 60 POINTS - One shot per "hostile" standing behind the "hostage", +20 points in box, +10 points anywhere else on the bad guy. Minus 20 points (-20) if the "hostage" is hit. Shots in open area 0 points earned. Time is one minute for 3 shot relay.

Total of 23 ROUNDS, add all five stages (MINUS PENALTIES) for total score. A perfect score (high value hits on all available targets with no penalties) is 250 POINTS.

Target sizes:

Cold Bore - outer circle 1" inner circle 1/2"

Grid Blocks - 3/4" square

Group - 3/4" circles

Know Your Limits - 1", 3/4", 1/2", 1/4" circles

Hostage - the "hostile" approx 3/4" wide, 1 1/2" high

Reporting scores:

Shooter Name: Joe Martin

Shooter No: 15

Match: 50M-4P001

Rifle: Ruger 10/22

Caliber: .22LR

Ammo: ARMSCOR Sub-sonic

Sights: Nikon Buck Master 4-15x40

Rest: (bipod, sandbag, rucksack, backpack)

STAGE 1: _____

STAGE 2: _____

STAGE 3: _____

STAGE 4: _____

STAGE 5: _____

TOTAL SCORE MINUS PENALTIES: _____

NOTE ANY PENALTIES:


Copy of Target taken from Snipers Hide August Short Range Comp

SNIPERS HIDE 50 Yard Tactical Rimfire Target

Competitors Name: _____
 Date: _____
 Stage 2 - This Month's Numbers: _____

Scores: S1: ___ / 25, S2 ___ / 50, S3 ___ / 50, S4 ___ / 65, S5 ___ / 60
 Total Score: ___ / 250

STAGE 1: COLD BORE




1 Shot
 Black: +25, Circle: +10, Miss: 0

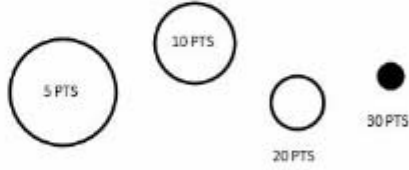
STAGE 2: THE GRID
 Each hit on a correct number +5, no shoots -5

1	7	12	17	22	5	10	19
16	11	3	15	4	8	2	
20	14	23	6	9	18	21	13

STAGE 3: 5 ROUND GROUP 3" CHALLENGE
 +10 per a round in the circle.
 Miss: 0 per round.



STAGE 4: KNOW YOUR LIMITS
 Break the line to get the points. Miss one and you get 0 points.
 Know when to stop!



STAGE 5: HOSTAGE TARGETS
 1 round per target. If you hit the hostage (break the line) minus 20pts!

