

FOUR GUN MATCH

Saturday 4th & Sunday 5th February 2012

Bisley Ranges, Surrey

Firearms Required:

Saturday

A Practical Optic Class Rifle (Service Optic OK of course) with a magazine capacity of 20 rounds.

A Gallery Rifle Small Bore Rifle with a magazine capacity of 10 rounds.

A Long Barrelled Pistol with a magazine capacity of 10 rounds OR Gallery Rifle Centre Fire with a magazine capacity of 10 rounds.

A Section 1 Pump / Semi-Automatic Shotgun OR Section 2 Pump / Semi-Automatic Shotgun.

Sunday

A Civilian Service Rifle with a Magazine capacity of 10 rounds.

NOTE

For those that do not own a Practical OR Civilian Service Rifle meeting the match requirements loan guns with free ammunition will be provided on the range for you to use. For those that do not own a shotgun; a Pump or Semi-Automatic Section 2 shotgun will be available on the range for you to use with ammunition available to be purchased from the NSC.

For those that do not own a GRCF or GRSB arrangements can be made to accommodate you as well, please contact us for assistance.

Please indicate on or with your entry form what firearms you would need to complete the Match.

For the Fire and Movement elements of the event (CQB and Methuen Matches) the Minimum Trigger weight is 1.5KG – Triggers and safety catches will be tested.

For the US NRA Match and the CQB it is advisable to have magazine / ammunition pouches. You will also be expected to know the Course of Fire.

Please refrain from wearing a full set of DPM clothing. It is requested that DPM clothing

be limited to a Jacket OR Trousers not both.

ADMINISTRATION

Accommodation has been arranged at £16.50 per night in the ABC Lines on Bisley Camp
– Please book ASAP, separately through Amanda Vaughan -
accommodation@nra.org.uk

The match is the first of its kind and timings will be tight; please arrive promptly at your assigned range and move quickly between the ranges. This will help to ensure future events.

All Firearms will be bagged in transit between the Ranges and whilst on the Ranges when not in use.

Saturday

Please muster at Jennies ready for a Mandatory Range Brief at 0730hrs.

You will be split into one of three groups and move round the Ranges as follows:

Group 1 - Melville then Butt Zero then Short Siberia
Group 2 -Butt Zero then Short Siberia then Melville
Group 3 – Short Siberia then Melville then Butt Zero

Do not leave the Range until cleared off as a group.

US NRA MATCH – Melville GRSB
Target Shotgun – Butt Zero S1 or S2 Shotgun
Close Quarter Marksmanship – Short Siberia – Practical Rifle AND LBP or GRCF

Sunday

Please muster at the 300yd Car Park on RHS Century ready for a 0745 Mandatory Range Brief.

All Matches – Century – Practical OR Civilian Service Rifle

Course of Fire for Saturday 4th Feb

THE TARGET SHOTGUN MATCH

Consisting of a five-stage match requiring a minimum of 42 rounds of birdshot, conducted under IPSC rules. Each stage will be different, challenging and fun. A full briefing will be given prior to each stage.

URBAN CONTACT ASSESSMENT

Stage 1 For any type of Practical Rifle - iaw NRA PR Rules

Stage 2 For any LBP or GRCF, Standard, Classic or Open iaw NRA GR&P RULEBOOK

The RCO is to ensure safety catches are applied before any movement between firing positions.

Only the number of shots permitted can be fired at each exposure. Rounds cannot be carried forward into the next practice/phase.

Ammunition. 40 rounds centre fire rifle ammunition in 2 magazines of 20 rounds.

40 rounds for GRCF carried on the person for re-loading or in 4 magazines of 10 rounds.

Targetry: Each lane will require:

1 x Fig 11 target at 100 and 75 metres – (Target 1)

1 x Fig 14 window target at 50 metres – (Target 2 upper)

1 x Fig 14 window target at 25 metres – (Target 2 lower)

1 x Traditional IPSC target at 25 and 20 metres - (Target 3 Lower)

1 x Half Traditional IPSC target at 15 and 10 metres – (Target 3 Upper)

Scoring

Phase 1a and 1b scoring 5, 4, 3 or 2 points per hit.

Phase 1c and 1d scoring 5 or 4 points per hit.

Phase 2a and 2b scoring 5, 4 or 3 points per hit.

Phase 2c and 2d scoring 5, 4 or points in the upper box area or 3, 2 or 1 points in the centre box area.

The RCO is to ensure safety catches are applied before any movement between firing positions.

It is the firers' responsibility to ensure they have sufficient rounds for each phase.

All Ammunition must be carried on the person.

Scores will be recorded at the end of Phase 2d.

Practice/Phase	Range/ Position	Ammo	Target/ Exposure	Instructions
Phase 1a	100m Standing Supported	10 rounds	Fig 11 1 x 8 second exposure, followed by 4 x 3 second exposures.	<p>Firers are to have all equipment for the match including a cased GRCF rifle. <u>Cased Rifle to be left on 100m firing point until instructed to load by the RO</u></p> <p>Firers are to be in the trail position 3 meters behind the firing point.</p> <p>Order “Load make ready”.</p> <p>Order “Watch Out Watch Out”.</p> <p>When targets appear firers are to advance to the 100m firing point, adopt the standing supported position, make ready, and fire two shots at the Fig 11. Two rounds are to be fired at each subsequent exposure.</p> <p>Order “Ensure your safety catch is applied”.</p> <p>When the targets appear, for a 1 second flash, the firer is to move to the 75m firing point.</p>
Phase 1b	75m Kneeling Supported	10 rounds	Fig 11 1 x 1 second exposure, followed by 2 x 6 second exposures.	<p>At the 75m firing point the firer is to adopt the kneeling supported position</p> <p>On the next two exposures of the target the firer is to engage with 5 rounds per exposure.</p> <p>Order “Ensure your safety catch is applied”.</p>

				When the targets appear, for a 1 second flash, the firer is to move to the 50m firing point.
Phase 1c	50m Kneeling or Squatting	10 rounds	Fig 14 window (upper) 1 x 1 second exposure, followed by 5 x 5 second exposures.	At the 50m firing point the firer is to adopt the standing alert position. On the next 5 exposures the firer is to engage the target with 1 round from the standing position immediately followed by 1 round from either the kneeling or squatting position. The firer is to return to the standing alert position after each exposure. Order “ Ensure your safety catch is applied ”. When the targets appear, for a 1 second flash, the firer is to move to the 25m firing point.
Phase 1d	25m Standing	10 rounds	Fig 14 window (lower) 1 x 1 second exposure, followed by 5 x 3 second exposures.	At the 25m firing point the firer is to adopt the standing alert position On the next five exposures the firer is to engage the target with 2 rounds from the standing position. The firer is to return to the standing alert position after each exposure. On completion of Phase 1d order firers to “Unload, For Inspection Port arms”. Safety Supervisors show clear. Flag and Ground Arms GRCF are brought cased to the

				25m FP
Phase 2a	25m Standing and Kneeling	10 rounds	IPSC 2 x 5 second exposures.	<p>At 25m Firing point Order “Uncase, Load and make Ready” Order “Standby”.</p> <p>On the appearance of the target the firer is to engage the target with 5 rounds from the standing position. The firer is then to adopt the kneeling position and on the next exposure is to engage the target with 5 rounds from the kneeling position. Firers should remain in the kneeling position at the end of the Phase.</p> <p>At the end of the phase Rifles are to be made safe (an unload followed by a load) Order “Make safe and Stand Up”</p>
Phase 2b	20m Standing	10 rounds	IPSC 1 x 1 second exposure followed by 5 x 3 second exposures.	<p>At 25m firing point Order “Standby”.</p> <p>When the target appears the firer is to move to the 20m firing point, adopt the standing alert position and make ready. On the next and subsequent exposure the firer is to engage the target with 2 rounds from the standing position.</p> <p>Firers are to return to the standing alert position after each exposure.</p> <p>Firers should remain in the standing position at the end of the Phase. At the end of the phase Pistols / Rifles are to be made safe</p>

				Order “Make safe”
Phase 2c	15m Standing and Kneeling	10 rounds	1/2 IPSC 1 x 1 second exposure followed by 2 x 4 second exposures.	At 20m firing point Order “Standby” . When the target appears the firer is to move to the 15m firing point, adopt the standing alert position and make ready. On the appearance of the target the firer is to engage with 5 rounds from the standing position. The firer should then immediately adopt the kneeling position and engage the next exposure with a further 5 rounds. Firers should remain in the kneeling position at the end of the Phase. At the end of the phase Pistols / Rifles are to be made safe. Order “Make safe and Stand Up”
Phase 2d	10m Standing	10 rounds	1/2 IPSC 1 x 1 second exposure followed by 5 x 3 second exposures.	At 15m Firing point Order “Standby” . When the target appears the firer is to move to the 10m firing point, adopt the standing alert position and make ready. On the next 5 x exposures the firer is to engage the target with 2 rounds from the standing position. The firer is to return to the standing alert position between exposures. “Unload, and show clear” . Safety Supervisors prove clear. Case firearms

TIME CHART

Practice/Phase	Range	Target Frame	Timings	
			Up	Down
1a	100m	Fig 11	05 18 27 35 47	14 22 31 39 51
1b	75m	Fig 11	1.00 1.12 1.25 1.38	1.01 1.19 1.32 1.45
1c	50m	Fig 14 window (upper)	1.56 2.08 2.20 2.31 2.42 2.54	1.57 2.14 2.26 2.37 2.48 3.00
1d	25m	Fig 14 window (lower)	3.11 3.23 3.32 3.41 3.51 4.01	3.12 3.27 3.36 3.45 3.55 4.05
2a	25m	IPSC	0.05 0.16	0.11 0.21
2b	20m	IPSC	0.00 0.07 0.17 0.26 0.35 0.44	0.01 0.11 0.21 0.30 0.39 0.48

2c	15m	1/2 IPSC	0.00 0.07 0.17	0.01 0.12 0.22
2d	10m	1/2 IPSC	0.00 0.07 0.17 0.26 0.35 0.44	0.01 0.11 0.21 0.30 0.39 0.48

US NRA NATIONAL DEFENSE MATCH modified for UK NRA

Any GRSB iaw NRA [GR&P RULEBOOK](#)

Target US NRA NDM 5-120 5 Colour National Defence Match Target 46" X 46" [NDM 5 Colour target](#)



- The match is 86 rounds in 4 stages at distances from 10m to 50m.
- The number of rounds, target and firing position for each stage are prescribed however there is no time limit for the shooter.
- The shooters time is recorded using a shot timer. Therefore, each shooter fires individually with the RCO moving along the firing line to complete the detail before scoring and patching.
- The RCO is to ensure safety catches are applied before any movement between firing positions.

General procedure

- Time is recorded after the last round fired.
- A hit to the correct tombstone adds Zero Time
- A Hit outside the Tombstone but inside the scoring line around the Tombstone adds 1 second to the shooters time.
- A Hit outside the Scoring Line, excess hits inside a Tombstone and missing the target, adds 5 seconds to the shooters time.
- The fastest overall time wins!

Stage 1

Distance : 10m

Position : Standing

No of Shots: 1 Magazine of 10 rounds
1 Magazine of 6 rounds

Procedure: Firer adopts the standing alert position, rifle in the shoulder held at 45 degrees.

RCO Orders "**Shooter are you ready - Standby**" and upon the shot timer beep the firer engages the target as follows:

2 Rounds shot at each Tombstone from the Standing position

Magazine Change

2 Rounds Standing to each of the bottom targets (Blue / Green)
1 round to each of the top targets (Red / Yellow).

Targets Patched out

Stage 2

Distance: 15m

Position : Standing / Standing Barricade

No of Shots: 1 Magazine of 5 Rounds
2 Magazines of 10 Rounds

Procedure: Firer adopts the standing alert position, rifle in the shoulder held at 45 degrees.

RCO Orders "**Shooter are you ready - Standby**" and upon the shot timer beep the firer engages the target as follows:

5 Rounds shot at the White Tombstone from the Standing Position

Magazine Change

2 Rounds Standing on each Tombstone from the Right Side of the Barricade

Magazine Change

2 Rounds Standing on each Tombstone from the Left Side of the Barricade

Targets Patched out

Stage 3

Distance: 30m

Position: Standing / Kneeling / Prone

No of Shots: 2 Magazines of 10 rounds

Procedure: Firer adopts the standing alert position, rifle in the shoulder held at 45 degrees.

RCO Orders “**Shooter are you ready - Standby**” and upon the shot timer beep the firer engages the target :

1 Round on each Tombstone from the Right Side of the Barricade

1 Round on each Tombstone from the Left Side of the Barricade

Magazine Change

2 Rounds Standing

2 Rounds Kneeling

2 Rounds Standing

2 Rounds Kneeling

2 Rounds Standing

No more than 4 rounds to count on each Tombstone. Excess hits to be scored as for a miss.

Targets Patched out

Stage 4

Distance: 50m

Position: Standing / Kneeling Barricade / Sitting / Prone

No of Shots: 3 Magazines of 5 Rounds

1 Magazine of 10 Rounds

Procedure: Firer adopts the standing alert position, rifle in the shoulder held at 45 degrees.

RCO Orders “**Shooter are you ready - Standby**” and upon the shot timer beep the firer engages the target :

1 Round on each Tombstone Kneeling from the Right Side of the Barricade

Magazine Change

1 Round on each Tombstone Kneeling from the Left Side of the Barricade

Magazine Change

5 Rounds on the White Tombstone from Prone

Magazine Change

2 Rounds on each Tombstone from Sitting

Sunday 5th Feb - AM

The NRA METHUEN CUP MATCH

Practice 1 Rapid

Distance: 300 yards.
Position: Prone.
No of shots: Two sighting shots and ten to count.
Targets: One Fig 12.
Scoring: 5 and 4.
Timing: One exposure of 60 seconds.
HPS: 50.

Procedure

- 1 On completion of the sighting shots competitors will adopt the standing alert position three yards behind the firing point, rifles loaded with ten rounds, made ready and safety catches applied.
- 2 On appearance of the target, competitors will move onto the firing point and adopt the prone position and fire ten rounds.
- 3 Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 2 300-100 Rundown

Distance: 300 yards, 200 yards and 100 yards.
Position: 300 yards prone, 200 yards sitting, 100 yards standing.
No of shots: Ten to count.
Targets: One Fig 12.
Scoring: 5 and 4.
Timing: One exposure of 15 seconds at 300 yards,
Two exposures of six seconds at 200 yards,
Two exposures of six seconds at 100 yards.
HPS: 50.

Procedure

1. Competitors will adopt the standing alert position at the 300 yards firing point, rifles loaded with ten rounds, made ready and safety catches applied.
2. On appearance of the target, competitors will adopt the prone position and fire two rounds during the 15 second exposure.
3. The target will be shown for one second as a signal to advance to the 200 yards firing point and adopt the sitting position.
4. 30 seconds after the one second signal there will be two exposures of six seconds each. The competitor will fire two rounds per exposure from the sitting position.

5. The target will be shown for one second as a signal to advance to the 100 yards firing point and adopt the standing alert position.
6. 30 seconds after the one second signal there will be two exposures of six seconds each. The competitor will fire two rounds per exposure from the standing position.
7. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 3 Standing

Distance: 100 yards.
Position: Standing followed by kneeling or squatting.
No of shots: Ten to count.
Targets: One Fig 12c.
Scoring: 5 and 4.
Timing: Five double exposures of three seconds with two seconds between exposures.
HPS: 50.

Procedure

1. Competitors are to be in the standing alert position, rifles loaded with ten rounds, made ready and safety catches applied.
2. The target will make five double exposures of three seconds up, two seconds down and three seconds up, at irregular intervals over a period of two minutes.
3. The first shot in each double exposure must be fired from the standing position, and the second from either the kneeling or squatting position.
4. Competitors will return to the standing alert position after each double exposure.
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 4 Sitting, Kneeling or Squatting.

Distance: 200 yards.
Position: Sitting, kneeling or squatting.
No of shots: Ten to count.
Targets: Two Fig 11.
Scoring: 5 and 4.
Timing: One exposure of 40 seconds.
HPS: 50.

Procedure

1. Competitors are to be in the standing alert position, rifles loaded with ten rounds, made ready and safety catches applied.
2. On appearance of the targets, competitors will adopt the sitting, kneeling or squatting position and open fire. No more than five hits will count on each target.

3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 5 Prone

Distance: 300 yards.
Position: Prone.
No of shots: Ten to count.
Targets: One Fig 12.
Scoring: 5 and 4.
Timing Ten exposures of three seconds.
HPS 50.

Procedure

1. Competitors will adopt the prone position, rifles loaded with ten rounds, made ready and safety catches applied.
2. There will be ten exposures of three seconds at different places over a frontage of six feet at irregular intervals varying between five and twenty seconds.
3. Only one round to be fired at each exposure.
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Sunday 4th Feb - PM

MATCH R1304 -NATIONAL GUARD INFANTRY INDIVIDUAL MATCH

64 Rounds per firer, 2 x Fig 11 at each distance, the number of shots at each distance is based on the competitors individual fire control plan. All ammunition and magazines must be carried by the competitor for all stages.

Stage 1 Rapid Fire 400 yards Prone

Type of Practice: Rapid
Distance: 400 yards
Position: Prone Unsupported
Rounds: 4 sighting shots, round count as per firers fire control plan
Target: 2x Fig11
Scoring: 5 Points per hit. Any target with 6 or more hits will receive an additional 25 point bonus.
Timing: 1 minute non-firing preparation period followed by 1 exposure of 50 seconds.

Procedure

1. Competitors start in the prone position.

2. Competitors have a 60 seconds non-firing preparation period in which to make ready followed by 1 exposure of 50 seconds.
3. On appearance of the targets the competitor will engage them with a number of rounds to be decided by the competitor.
4. After firing, the competitors have a 60 second period in which to make safe ready for the next practice. During this time scores will be recorded, but spotters will NOT be shown.

Stage 2 Rapid Fire 300 yards Prone

Type of Practice: Rapid
 Distance: 300 yards
 Position: Prone Unsupported
 Rounds: Round count as per firers fire control plan
 Target: 2x Fig11
 Scoring: 4 Points per hit. Any target with 6 or more hits will receive an additional 15 point bonus.
 Timing: 45 seconds to move from 400 to 300 yards followed by 1 exposure of 50 seconds.

Procedure

1. Competitors start in the prone position.
2. On exposure of the targets for a 1 second flash, the competitors will have 45 seconds to move to the 300 yard firing point and adopt the prone position. The targets will then appear for one 50 second exposure, during which the competitor will engage the targets with a number of rounds to be decided by the competitor.
3. The rifle must not be made ready until the competitor is in the prone position at the firing point.
4. After firing, the competitors have a 60 second period in which to make safe ready for the next practice During this time scores will be recorded, but spotters will NOT be shown.

Stage 3 Rapid Fire 200 yards Kneeling

Type of Practice: Rapid
 Distance: 200 yards
 Position: Kneeling
 Rounds: Round count as per firers fire control plan
 Target: 2x Fig11
 Scoring: 3 Points per hit. Any target with 6 or more hits will receive an additional 10 point bonus.
 Timing: 45 seconds to move from 300 to 200 yards followed by 1 exposure of 50 seconds.

Procedure

1. Competitors start in the prone position.
2. On exposure of the targets for a 1 second flash, the competitors will have 45 seconds to move to the 200 yard firing point and adopt the kneeling position. The targets will then appear for one 50 second exposure, during which the competitor will engage the targets with a number of rounds to be decided by the competitor.
3. The rifle must not be loaded until the competitor is in the kneeling position at the firing point.
4. After firing, the competitors have a 60 second period in which to make safe ready for the next practice. During this time scores will be recorded, but spotters will NOT be shown.

Stage 4 Rapid Fire 100 yards Standing

Type of Practice:	Rapid
Distance:	100 yards
Position:	Standing
Rounds:	Round count as per firers fire control plan
Target:	2x Fig11
Scoring:	2 Points per hit. Any target with 6 or more hits will receive an additional 10 point bonus.
Timing:	45 seconds to move from 200 to 100 yards followed by 1 exposure of 50 seconds.

Procedure

1. Competitors start in the kneeling position.
2. On exposure of the targets for a 1 second flash, the competitors will have 45 seconds to move to the 100 yard firing point and adopt the standing position. The targets will then appear for one 50 second exposure, during which the competitor will engage the targets with a number of rounds to be decided by the competitor.
3. The rifle must not be loaded until the competitor is in the standing position at the firing point.
4. After firing, all rifles will be cleared on the firing point. Scores will then be recorded, but spotters will NOT be shown. Do not leave the firing point until told to do so.