

SAN JOSE ZOUAVES INFANTRY TROPHY MATCH (AKA "RATTLE BATTLE")

July 3, 2005

Based on the National Trophy, Infantry Trophy Match (NTIT), the San Jose Zouaves Infantry Trophy Match is a competition emphasizing team marksmanship. Teams of three members engage five targets at 200 yards in three 50 second rapid fire strings from the prone, sitting/kneeling, and offhand positions. Scoring is determined by the number of "hits" each team makes on their targets in each of the three stages. 144 total rounds are used for score and may be distributed among team members and among the three stages as desired by the team.

A rapid fire familiarization practice will be held on June 18 after the regular match. In addition, a team practice will be held after our regular July 2 practice match.

Rifle classes:

"Relic" - bolt rifles

"Real Men" - M1 Garand

"Unfairly Advantaged" - M1A, AR-15

Teams consisting of members with rifles of different classes are allowed. The classification of such teams will be that of the most "modern" rifle on the team.

Course of Fire:

Competitors start each stage in position with magazines loaded and bolts open (except for M1 Garands). All firing will be on the 200 yard target.

Sighting stage: Five minutes for unlimited rounds in any position.

Stage 1: Prone. Three minute preparation period followed by unlimited rounds in 50 seconds. Hits are 10 ring or better.

Stage 2: Sitting or kneeling. Three minute preparation period followed by unlimited rounds 50 seconds. Hits are 9 ring or better.

Stage 3: Offhand (sling ok). Three minute preparation period followed by unlimited rounds 50 seconds. Hit is 8 ring or better.

A team may fire as many rounds per stage as they wish. **However, the total number of rounds fired by each team over all three stages may not exceed 144.**

Team captains will be responsible for reporting rounds expended by his team for each stage.

Team members may share rounds within their team during a stage. Rounds may also be reallocated among team members between stages.

Scoring

Scoring is based on the number of "hits" achieved by the team for each stage on all of the team's targets. The points awarded for each stage are as follows:

Prone: 4 points per hit

Sitting/kneeling: 2 points per hit

Offhand: 1 point per hit

In addition, the number of targets with six or more hits are counted for each stage. The number of targets with six or more hits is squared and that amount added to the team score. For example, if a team has 3 targets with 6 or more hits, an additional 9 points is awarded to the team for that stage in addition to the points awarded for the number of hits.

Prizes: Big time bragging rights and a whole lot of fun.