

## INDIVIDUAL AND TEAM ERSATZ “RATTLE BATTLE”

SATURDAY, OCTOBER 29, 2005

General Information: Registration, target assignment and target preparation 0800. First round down range 0900. The individual match will be held first. Pick up teams the day of the match are allowed.

Fee: \$10.00. Individuals may participate in either or both the individual and team event. There is no additional cost for participating in both the team and individual matches.

All firing is on the 200 yard target. **NO sighters for either match.**

Rifle classes:

- ?? Modern - AR15, M1A and any other semi-auto with a detachable magazine.
- ?? Classic Service - M1 Garand, M1 Carbine.
- ?? Bolt action – detachable magazine or stripper clips.

### **Individual Match**

Individual Match Summary: Three stages, two targets per individual per stage, maximum 45 rounds for the entire match.

Stage 1, Prone. Start in position. Three minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the ten ring is counted as a hit. Hits are worth four points. A bonus of ten points is awarded for each target with a minimum of six hits. The stage score is the total hits times four plus any bonus points.

Stage 2, Sitting or Kneeling. Start in position. Two minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the nine ring is counted as a hit. Hits are worth two points. A bonus of ten points is awarded for each target with a minimum of six hits. The stage score is the total hits times two plus any bonus points.

Stage 3, Offhand. Start in position. Two minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the eight ring is counted as a hit. Hits are worth one point. A bonus of ten points is awarded for each target with a minimum of six hits. The stage score is the total hits times one plus any bonus points.

Match score: Aggregate of the three stages. The scores for each rifle class will be listed separately.

*See page 2 following for Team Match description*

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**Team Match**

Team Match Summary: Three persons per team, five targets per team per stage, maximum 144 rounds per team for the entire match. Teams may share rounds between team members during and between stages to the maximum of 144 rounds for the team in the match. Rounds remaining after each stage will be counted to ensure that no more than 144 rounds in all calibers are expended by the team for the match.

Stage 1, Prone. Start in position. Three minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the ten ring is counted as a hit. Hits are worth four points. A bonus of ten points is awarded for each target with a minimum of six hits. The stage team score is the total hits times four plus any bonus points.

Stage 2, Sitting or Kneeling. Start in position. Two minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the nine ring is counted as a hit. Hits are worth two points. A bonus of ten points is awarded for each target with a minimum of six hits. The stage team score is the total hits times two plus any bonus points.

Stage 3, Offhand. Start in position. Two minute preparation followed by unlimited rounds in 50 seconds. Any hit inside the eight ring is counted as a hit. Hits are worth one point. A bonus of ten points is awarded for each target with a minimum of six hits. The stage team score is the total hits times one plus any bonus points.

Match score: Aggregate of the three stages.

Scores will be listed by team rifle class. The team rifle class is the most competitive rifle on the team, *i.e.*, Modern, Classic Service, Bolt action, in that order.

Questions about either match? Speak with or e-mail Chet (chet521@aol.com)

08/15/05