

# PRONE TIME AND ACCURACY MATCH

APRIL 16, 2005

After the Regular Match

In today's match each competitor will take a total of seven shots, all prone. All shots are single round load. All targets will be placed at from 150 to 200 yards.

The match is open to any rifle (no magnums) including rifles with bipods and either iron or optical sights. No AP or steel core ammo allowed. Individuals may fire the course as often as they like.

1. Competitors start standing at **position 9**. At the signal "TIME" the competitor takes the **prone** position and takes one shot each at the **three black targets**. After the third shot the competitor immediately moves to **position 15**.
2. At **position 15** the competitor takes a **prone** position and takes one shot each at the **three red gongs**. After the third shot the competitor immediately moves to **position 12**.
3. At **position 12** the competitor takes a **prone** position and takes one shot at the **orange target** which is partially hidden behind a **grey gong**. This is a feast or famine shot with additional rewards for hitting the orange target and additional penalties for hitting the obscuring grey gong. See scoring below.

Scoring:

The score is the time to make all seven shots plus one minute added for each missed target out of the first six targets. A shot on a wrong target is scored as a miss.

In addition, for the seventh shot on the partially hidden orange target the scoring is as follows: If the orange target is hit without hitting the obscuring grey gong one minute will be deducted from the score. If the grey gong is hit two minutes will be added to the score. If everything is missed one minute will be added to the score. Time begins at the initial signal and ends with the seventh shot.

To avoid confusion the match time keeper will walk each competitor through the course while they shoot it.