

## TIME AND ACCURACY MATCH

### MARCH 19, 2005 COURSE OF FIRE

In today's match each competitor will take a total of seven shots from three positions including one shot at a partially obscured target. Targets are placed at from 100 to 200 yards. See schematic for target placement.

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.

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

1. **Prone.** Competitors start standing at **position 9**. At the signal "TIME" the shooter takes the **prone** position, loads two rounds and takes one shot at each of the **two black targets**. After the second shot the competitor immediately moves to position 15.
2. **Standing.** At **position 15**, the competitor remains standing, loads two rounds and takes one shot at the **yellow target** and one shot at the **orange gong** to the right of position 16. After the second shot the competitor immediately moves to **position 12**.
3. **Sitting or kneeling.** At position 12 the competitor takes either a **sitting or kneeling** position, loads two rounds and takes one shot at each of the **two white targets**. After the second shot the competitor remains at position 12.
4. **Obscured shot.** At **position 12** the competitor takes a **prone** position and takes one shot at the **white target** which is partially hidden behind a **grey gong**. This is a feast or famine shot with additional rewards for hitting the white 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 white target is cleanly 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.