

RATTLE BATTLE ORIENTATION AND PRACTICE

Date: Various, immediately after the regular match, about 12:00 noon.

Match Summary: The Rattle Battle (National Infantry Trophy Match) is a unique and exciting event and one of the major matches of the Camp Perry National Matches. The Zouaves have modified this team event to accommodate the limitations of Field Sports Park and to also provide an individual version of the match. The Zouaves Rattle Battle is scheduled for Saturday, July 29, 2006. The announcement is posted on www.zouaves.org.

The purpose of this afternoon match is to provide new participants with an orientation to the Zouaves Rattle Battle and then practice the first two stages of the Individual Rattle Battle. Individuals who are familiar with the Rattle Battle are welcome to participate in this practice session. You will have many tips to offer the newcomers. Even if you are unable to attend the full match you will find this practice a lot of fun.

The practice match is limited to the prone and sitting stages. For each stage the competitor will have two targets to fire on and a maximum of forty record rounds. The record rounds may be expended anywhere over the two stages. The object is to get as many "hits" as possible with a minimum of six "hits" on both targets in each stage also recognizing the prone hits have a higher value. Unexpended rounds are lost. The entire match is fired on the 200 yard target. Scores will be listed by rifle class.

Rifle classes:

- AR15/M1A and any other semi-auto with a detachable magazine.
- M1 Garand
- Bolt action

Course of fire :

Sighter stage: Unlimited rounds in five minutes. Sighters may be taken in any position.

Stage 1: Prone: Three minute preparation period and unlimited rounds within 50 seconds. Competitors start in position. Shots inside the 10 ring are scored as "hits." Any shot outside the 10 ring is a miss. Each hit is worth 4 points. A bonus of ten points will be awarded if BOTH targets have six or more "hits." There is no bonus if only one target has six or more hits.

Stage 2. Sitting: Three minute preparation period and unlimited rounds in 50 seconds. Competitors start in position. Shots within the 9 ring are scored as "hits." Any shot outside the 9 ring is a miss. Each hit is worth 2 points. A bonus of ten points will be awarded if BOTH targets have six or more hits. There is no bonus if only one target has six or more hits.

Match: Total points over the two stages.

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