

## Team Rifle Match

**Ear and sight protection must be worn at all times by participants and spectators when the event is in progress.**

This match consists of a team of two (2) shooters using any normal firing position: standing, sitting, kneeling or prone.

Teams will be selected during a random pick before the match starts. The team is broken up into a 'Rifleman' and a 'Marksman'.

The '**Rifleman**' will be concerned with engaging five different targets at 100 yards.

The '**Marksman**' will be concerned with engaging four different targets at 200 yards.

### Targets:

100 yard range: Five steel plates: (various sizes).

200 yard range: Four steel plates: (decreasing in size from 6" to 3").

### Equipment:

Any type of rifle capable of shooting five (5) or more cartridges. Single shot rifles can be used but are recommended only for the 200 yard '**Marksman**'. Some type of repeating rifle is highly recommended for the 100 yard '**Rifleman**' position as you will be shooting at multiple targets.

This is a good match to use some of your 'CMP' type of firearms; '03 Springfields, '17 Enfields, M1 Garand or Carbines, or M14 and AR platform rifles and carbines. But people also use normal hunting and target type rifles and carbines. Any sighting aperture (i.e.: iron sights, red dots, scopes, etc.) is acceptable.

There will be a minimum of 4 (four) rounds at the 200 yard (**Marksman**) targets and 15 (Fifteen) rounds (5 x 3 strings = 15 rounds) for the 100 yard targets (**Rifleman**). Be sure to bring enough magazines and ammunition.

### How the match works:

The match is scored by a combination of time and the number of 'hits'.

The match is run twice with shooters exchanging positions in the second round.

Both the Marksman and Rifleman have up to three shots per target to get a confirmed 'hit'. There is a penalty of 10 seconds for each missed target.

The '**Marksman**' engages the first and largest plate at 200 yards. After a confirmed hit the '**Rifleman**' will engage his five targets at 100 yards. After there are confirmed hits on each of the five targets the '**Marksman**' will engage the second (next smaller) target. After a confirmed hit on the second target the '**Rifleman**' will commence to repeat his sequence engaging his five targets again. The '**Marksman**' will engage his third (next smaller) target. Again the '**Rifleman**' will engage his final five targets. The '**Marksman**' engages their fourth (next smaller) and final target which is the timing and stop plate.

You are able to 'pass' to the next station without all the confirmed number of 'hits', however there is a scoring penalty of +45 seconds for doing so plus +10 seconds for each missed plate.

**If at any time your experience a misfire, hang-fire or any other malfunction, you must keep your firearm pointed in a safe down range manner and notify the match director. The match director will call a cease fire on the range and handle the problem in an appropriate manner. It will be at the Match Directors discretion as to the manner of restarting your event.**