



## Practical Rifle Field Shooting Competition

**What?** A practical rifle shooting competition from field positions.

**Why?** Friendly competition in a relaxed setting to knock the rust off of our rifle shooting skills, benefit the 4-H Straight Shooters and promote the Appleseed program. Nominal prizes (stickers, hats), and free Appleseed marksmanship clinic certificates for winners of each class, plus bragging rights...lots of bragging rights. Door prizes. \$10 match entry fee with net proceeds donated to the WRGC 4-H Straight Shooters Club. NOTE: While this is not sponsored or affiliated with Project Appleseed or the RWVA, donations for the program will be accepted.

**Who?** Open to anyone who can safely handle and fire a rifle. Instructors available before and after the match for sight adjustment assistance and marksmanship instruction.

### How?

- Staffed by Appleseed-qualified instructors, NRA-certified RSOs, WRGC RSOs
- Appleseed-style safety procedures, including Line Boss, Range Safety Officer, safe rifle procedures, safety rules, safety briefing, line commands

### Course of Fire:

- 3 positions, 4 stages, shoot against reduced 100-400 yard targets out to 100 actual yards for rimfire, 200 actual yards for centerfire
  - Stage 1 - Slow Fire Standing, 100 yd simulated, 10 shots, 2 minutes
  - Stage 2 - Rapid Fire Seated, 200 yd simulated, 10 shots = 2 shots, mag change, 8 shots, 50 seconds (no transitions, start from seated with an unloaded rifle)
  - Stage 3 - Rapid Fire Prone, 300 yd simulated, 10 shots = 2 shots, mag change, 8 shots, 60 seconds (no transitions, start from prone with an unloaded rifle)
  - Stage 4 - Slow Fire Prone, 400 yd simulated, 10 shots, 5 minutes, double points
- Rimfire procedure using 25% reduced targets:

- 100 yd simulated at 25 yards
- 200 yd simulated at 50 yards
- 300 yd simulated at 75 yards
- 400 yd simulated at 100 yards
- Centerfire procedure using 50% reduced targets:
  - 100 yd simulated at 50 yards
  - 200 yd simulated at 100 yards
  - 300 yd simulated at 150 yards
  - 400 yd simulated at 200 yards
- Each stage will be run in relays. Once a relay is complete, the range will be made cold and stage targets will be retrieved and scored.
- Target and firing lines
  - The target line will be at the 200 yd berm
  - Firing lines will be clearly marked on the ground
  - Transitions between target lines will be accomplished as a group with safed, unloaded rifles under positive control by the Line Boss and RSO (Appleseed procedures)

#### **Rules:**

- 4 classes: RI=rifefire iron sights, RO=rifefire optic sight, CI=centerfire iron sights, CO=centerfire optic sight
- Shooters may enter both a rifefire and centerfire class, however, since all RF and CF classes will be run as a relay, it will be difficult to enter both irons/optics class within either RF or CF
- Any safe, reliable rifle, 8mm or smaller caliber may be used. Detachable magazine fed rifle preferable, but procedures for tube-fed rifles are available. Single shot or non-detachable magazine rifles are welcome, but will be at a disadvantage during timed stages.
- If using detachable magazines, bring at least 2 magazines together capable of holding a total of at least 10 rounds. If using an internal magazine, the magazine should be able to hold at least 11 rounds.
- Only the shooter's body and a rifle sling may be used for rifle support. No bipods or other mechanical rests, including bags or "magazine monopoding", may be used. Any sling type may be used. Sling use is allowed on all stages.
- Chamber flags will be required to safe a rifle. Chamber flags will be provided by the match director if the competitor does not have one.
- This is a Practical Rifle Field Shooting competition. Competitors are encouraged to only bring to the firing line what is absolutely necessary to make their shots (e.g., rifle and prepared magazines). A "clean line" is highly encouraged.
- Rifles may only be brought to and removed from the line under permission of and command from the Line Boss.
- Competitors may use a shooting mat during shooting, however, that mat may not provide additional support to the shooter or rifle
- Match targets will be the standard Appleseed "D-Target" scaled to simulate a standard 20" D-Target at the appropriate distance (see below for an example)

- Hits that touch a scoring line will be scored at the higher point value – no “.30 cal rule” will be applied
- Tie scores will be decided by total number of “V” hits for all 4 stages. Ties with identical score and V’s will be decided first by Stage 4 score and then by Stage 4 V’s. Tiebreakers beyond that will involve thumb wrestling and swearing in pig latin.
- All target backers will be designated with a target number
- Cross-fire rules: Person cross-firing onto another person’s target must reshoot the stage. Person “receiving” the cross-fire gets credit for the highest 10-shots on target.
- If more than 10 shots are on a competitor’s target for a stage, and it is clear that no cross-fire has occurred, the lowest-scoring 10 shots will count for score
- This match will be run as a cold range. Firearms may only be handled anywhere on the range between the PREPARATION command and LINE CLEAR commands. No firearms may be uncased behind the equipment line.
- Shooting may not commence before the FIRE command is given. Shooting must stop when the CEASE FIRE command is given. Any shots taken after the CEASE FIRE command will result in that number of the highest scoring shots being deducted from the competitor’s stage score.
- Violations of the match safety rules will be cause for match disqualification
- Scoring judgment of the match director is final

#### Targets:

- Rimfire class – targets is a “25% reduced” target shot at 25, 50, 75 and 100 yards
- Centerfire class – target is a “50% reduced” target shot at 50, 100, 150 and 200 yards
- Approximate dimensions of the targets are:

|                                 | Rimfire 25% Reduced Scale Target |        | Centerfire 50% Reduced Scale Target |        |
|---------------------------------|----------------------------------|--------|-------------------------------------|--------|
|                                 | Width                            | Height | Width                               | Height |
| 3-Ring                          | 8.5"                             | 7.75"  | 17"                                 | 15.5"  |
| 4-Ring                          | 6.375"                           | 4.625" | 12.75"                              | 9.25"  |
| 5-Ring                          | 4.375"                           | 3.125" | 8.75"                               | 6.25"  |
| V-Ring                          | 1.25"                            | 1.25"  | 2.5"                                | 2.5"   |
| Bottom of 4 ring to center of V | (for 6’oclock hold)              | 1.5"   | (for 6’oclock hold)                 | 3.0"   |

