

Precision Rifle

Interim Rule Book 1

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Section 1 - Aims and Objectives for Precision Rifle Discipline

- 1.1.1 Precision Rifle competitors try to unite the three principles of precision, positions and speed to score as many points as possible during the given amount of time. The course of fire is made up of a number of stages, and are shot individually by the shooters who must move and shoot from several positions, fire under or over obstacles and in other unfamiliar situations. There are no standard exercises or set arrangement of the steel targets, and the courses are designed so that the shooter must be inventive, and therefore the solutions of challenges frequently varies between shooters.
- 1.1.2 Events are very practical in nature and shooting positions emulate real world and hunting situations.
- 1.1.3 Precision Rifle is intended to test the proficiency of a competitors basic shooting fundamentals, their ability to quickly assess diverse stages and solve challenges, along with the skilful use of modern firearms, optics and equipment to enable the most effective outcome.



SSAA

Section 2 - SSAA Standard Rules

- 2.1.1 The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.
- 2.1.2 The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules
- 2.1.3 These Standard Rules should be used with each discipline's current rule book and they take precedence over any rule that may be in a discipline's rule book.
- 2.1.4 The Rules covered are shown as heading and subheadings in this rule book.
- 2.1.5 Competitor's eligibility
- 2.1.6 Junior competitors
- 2.1.7 Persons with disabilities
- 2.1.8 Authorisation
- 2.1.9 Substitute position
- 2.1.10 Awards, trophies, records, etc.
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Section 3 - Standard Operating Procedures (SOP)

3.1 General Safety Rules

- 3.1.1 Muzzles are to be at all times pointed in a safe direction, this is regardless of the status of the firearm. Never point the firearm at anything you do not wish to fire at. "Flagging" is defined as the process of having a firearm pointed at another individual and will not be tolerated.
- 3.1.2 Your finger must be kept off of the trigger and outside the trigger guard until you are ready to fire.
- 3.1.3 All Precision Rifle events will be run on 'cold' ranges. 'Cold' ranges are defined as all firearms remaining unloaded until it is the competitors turn to shoot.
- 3.1.4 If a breach of safety is observed, a loud "ceasefire, ceasefire, ceasefire" will be called. Shooters are required to then not move and act as the Match Director (MD) or Range Officer (RO) instructs, ensuring that firearms are pointed in a safe direction. The RO is to then immediately correct the situation by nominating the shooter, then nominating the fault. Depending on the situation the RO may Disqualify (DQ) and/remove the shooter from the range (see section 3.3).

3.2 Safety during Conduct of a Match

- 3.2.1 Whilst the shooter is undertaking the Course of Fire (COF).
 - 3.2.1.1 Empty Chamber Indicators (ECI's) are to remain within the chamber of the rifle until the RO has given the command to "Load and Make Ready".
 - 3.2.1.2 If no movement is required to start the COF, and to the MD's discretion and stage design, the competitors rifle may start in a 'hot' status. A firearms 'hot' status being defined as having a round in the chamber, the magazine inserted, bolt closed, and the muzzle pointed down range. It is then the shooters and RO's responsibility to completely understand how the rifle should be prepared for that specific COF.
 - 3.2.1.3 All transitions and movements must be completed with the bolt retracted and an empty chamber.
 - 3.2.1.4 The firearm must be pointed down range at all times, with a 120 degree rule to be enforced. No shooter will point their muzzle more than 60 degrees in any direction off of the intended direction of fire.
 - 3.2.1.5 Negligent/Accidental Discharges (AD/ND's) are taken very seriously at any Precision Rifle event. An AD/ND is defined as any round unintentionally discharged from a firearm. A competitor who causes an accidental discharge must be stopped by a Stage Officer/Range Officer (SO/RO) as soon as possible. An accidental discharge is defined as follows:
 - 3.2.1.5.1 A shot, which travels over a designated backstop, a berm or in any other direction outside the range span, specified in the written stage briefing or match rules as determined by the MD. Note that a competitor who legitimately fires a shot at the wrong target or with incorrect data, but remains within the established range span, will not be disqualified.
 - 3.2.1.5.2 A shot which occurs while actually loading, reloading or unloading a firearm.
 - 3.2.1.5.3 A shot which occurs during remedial action in the case of a malfunction.
 - 3.2.1.5.4 A shot which occurs during movement/transition.

- 3.2.1.5.5 A shot which occurs when the shooter is not on scope with an established sight picture.
- 3.2.1.5.6 A shot which occurs before the shooter intended to shoot, regardless if the shot remains in the range span, target berm or the target itself.
- 3.2.1.5.7 A shot which occurs during a cease fire period.
- 3.2.1.6 If the shot occurs whilst the shooter is on glass with an established sight picture and the stage SO deems it as a shot which occurs before the shooter intended to shoot, a match DQ may not be invoked (at SO/MD's discretion), but a stage DQ will apply. If this occurs a second time the shooter will be issued a match DQ.
- 3.2.1.7 If it can be established that the cause of the discharge is due to a broken or defective part of the firearm, the competitor has not committed any safety infraction in this Section, and a disqualification may not be invoked (at MD's discretion), but the competitor's scores for that stage will be zero. The firearm must be immediately presented for inspection to the Match Director or his delegate, who will inspect the firearm and carry out any tests necessary to establish that a broken or defective part caused the discharge. A competitor may not later appeal a disqualification for an accidental discharge due to a broken or defective part if they fail to present the firearm for inspection prior to leaving the COF.
- 3.2.2 Whilst shooters are not actively completing a COF.
 - 3.2.2.1 Muzzles must be pointed in a safe direction at all times, this includes any and all movement with a firearm.
 - 3.2.2.2 Bright coloured ECI's to be utilised at all times.
 - 3.2.2.3 Firearms must be cleared of magazines and only be inserted upon the RO's command.
 - 3.2.2.4 No person shall consume or be under the influence of alcohol or faculty altering drugs during a match. This also includes any person found to be impaired/unsafe as a result of legal drugs may be directed to stop shooting and asked to leave the range.

3.3 Safety Breach Penalties

- 3.3.1 The penalties listed below are a guide to the MD and/RO's and will be followed as closely as possible. Keep in mind however that the MD/RO may choose an alternative if the situation permits, this does include lesser and harsher penalties.
 - 3.3.1.1 Violators of the cold range rule will be disqualified from the match.
 - 3.3.1.2 For certain safety breaches, the first offence will result in a warning, the second in a stage DQ, and the third offence will result in the shooter being removed from the match. These include;
 - 3.3.1.2.1 Failure to use and ECI.
 - 3.3.1.2.2 Flagging.
 - 3.3.1.2.3 Violating the 120 degree rule.
 - 3.3.1.3 Any shooter suspected on reasonable grounds of being under the influence of a substance which may compromise their ability to safely handle a firearm will be immediately removed from the match.
 - 3.3.1.4 If a movement or transition occurs with the shooter failing to have the bolt retracted and an empty chamber, then the shooter will immediately be required to open then bolt, display an empty chamber, then move back to original position before continuing on,

and all while still on the time limit for the stage. Second offence will result in a stage DQ, with the third offence resulting in the shooter being removed from the match.

3.3.1.5 A ND will result in the shooter being immediately removed from the match.

3.3.1.6 An AD will result in the shooter receiving zero for that particular stage in which the incident occurred. Opportunity will be given to the shooter to repair their rifle to continue the match but will not be granted a reshoot for the stage. If the MD determines the AD to be severely unsafe they may remove the shooter from the match.

Section 4 - Match Conduct

3.4 Match Directors (MD) Responsibilities

- 3.4.1 The MD is in charge of the event.
- 3.4.2 The MD must provide details which accurately describes each COF.
- 3.4.3 The MD is responsible for ensuring that there are RO's available to run every stage. It is essential to have a RO, a spotter and an assistant for each.
- 3.4.4 MD's will ensure use of a primary and secondary method of scoring and allow the shooters to witness their score before departing for the next stage.
- 3.4.5 MD's must use an approved scoring system. No shot may be worth more than two times the value of any other shot.
- 3.4.6 MD's must ensure that all targets used for any event is in working order. Any target past 500 metres must be reactive and if possible have at least two spotters observing the target.
- 3.4.7 MD's will allow for a 15 minute period after the scores have been made available to all shooters wishing to dispute their score. Once the 15 minutes is up no disputes will be acknowledged.
- 3.4.8 Stage Officer (SO) Option 1
 - 3.4.8.1 Assign Lead SO's that must remain on their stage for the duration of the match and are the only person authorized to call impacts.
 - 3.4.8.2 Non-competing score Keepers/ timers and Stage Safety Officers are also assigned by the MD and must remain on their stage.
 - 3.4.8.3 MD's may use additional spotting SO's to assist the Lead SO in spotting impacts, but they must not be competitors.
 - 3.4.8.4 SO Option 2
 - 3.4.8.5 Assign Lead SO's that must remain on their stage for the duration of the match.
 - 3.4.8.6 Score Keepers/timers and Stage Safety Officers may be competitors within that squad, but do not have the authority to rule procedurally under any circumstances.
 - 3.4.8.7 Competitors may be used as additional spotting SO's to assist the Lead SO in spotting impacts.
 - 3.4.8.8 Competitors are encouraged to assist the Lead SO under this option and additional validation of spotting is permissible by members of the squad. Anyone found cheating for another shooter by the SO/MD will receive an immediate one-year suspension from the discipline.
 - 3.4.8.9 SO Option 3
 - 3.4.8.10 MDs may employ 'Lead Roaming RO's'. Lead Roaming RO's are defined as experienced shooters that shoot the match as well as serve as a RO in the same match. They must be fully briefed on all stages by the MD to ensure consistent stage execution. A Roaming RO shall not serve as a RO for his or her own stage run.
 - 3.4.8.11 Score Keepers/timers and Stage Safety Officers may be competitors within that squad, but do not have the authority to rule procedurally under any circumstances.
 - 3.4.8.12 Competitors may be used as additional spotting ROs to assist the Lead RO in spotting impacts and to spot for the Lead RO during their stage run.

3.5 Lead Stage Officer and or Range Officer (SO/RO) Responsibilities

- 3.5.1 Lead SO/RO's are responsible for all aspects of the COF they are running. They must have a complete understanding of exactly how the stage is to be executed. Any questions regarding the rules of the stage must be addressed with the MD prior to the start of the first shooter.
- 3.5.2 Lead SO/RO's must have a full understanding of the official Precision Rifle Rules.
- 3.5.3 Lead SO/RO's must ensure the rules are the exact same for each shooter.
- 3.5.4 Lead SO/RO's will provide a Stage Brief prior to the start of each squad and all questions must be asked and answered prior to the start of the first shooter from each squad. Lead SO/RO's will point out each target to the shooters except on 'blind' stages in which case no shooter will be told the location of any target until they arrive at that stage.
- 3.5.5 Lead SO/RO's will provide the squad with time to conduct a walk-through of the stage which is not to exceed one minute unless the stage is to be a "blind" stage. It is up to the SO/RO/MD as to whether inspecting a firing position is permitted during the walk through.
- 3.5.6 SO/RO's will use the following verbiage to start each shooter: SO/RO - "Shooter do you understand the course of fire?" Shooter must verbally reply with "Yes or No". If there are no questions then; SO/RO - "Load and make ready." SO/RO - "Shooter ready?" Shooter must verbally signal "Yes". SO/RO - "Standby". Within the next 1-3 seconds the SO/RO will start the shooter with the beep of a reliable shot-timer or a verbal "Engage".
- 3.5.7 If at any point during the COF the SO/RO/MD observes an unsafe act, he or she must call a cease-fire.
- 3.5.8 It is up to the Lead SO/RO/MD's discretion as to how procedural faults will be handled but must be the same for every shooter.
- 3.5.9 Only Lead SO/RO's or designated Spotting SO/RO's will call impacts during a COF and only required to call "Impact." "Impact" is the only word that shall be used to let the shooter know the target he/she was engaging was struck with a bullet and will be scored as a hit. The word "hit" can be confused with "miss" and often times creates confusion, therefore it must not be used by the spotting SO/RO.
- 3.5.10 SO/RO's are not permitted to signify in any way to a shooter where their rounds are impacting during the COF. MD's may establish exceptions for safety reasons – wrong targets, lack of back stops etc. Only SO/RO's, not fellow shooters may make the approved corrections for safety reasons. Any shooter providing assistance will receive a stage DQ. Assisting shooters after they have finished shooting is encouraged and permissible.
- 3.5.11 For all timed courses of fire, the SO/RO will make every effort to ensure the shot timer registers the shooter's final shot. Shooters will be automatically granted a buffer time of .3 seconds, meaning that if a shot was fired in 90.3 of 90 second stage and was an impact, the shooter will receive points for that impact.
- 3.5.12 SO/RO's must show and brief each shooter their score for the stage prior to the squad departing the stage. When using Practiscore (or any other approved electronic scoring system), the shooters can be verbally briefed and/or hit the 'approve' button after each shooter completes a stage. But this doesn't fulfill the SO/RO's responsibility to review the scores after the squad is complete. After the shooter leaves the stage, it cannot be arbitrated.
- 3.5.13 Any issues that may arise must immediately be brought to the attention of the MD.

3.6 Shooter's Responsibilities

- 3.6.1 The shooter is solely responsible for ensuring that he/she fully understands the Precision Rifle Rules as well as the COF prior to starting the stage.
- 3.6.2 Shooters are completely responsible for the equipment they are shooting which includes their firearms and ammo. A firearm deemed to be unsafe can be grounds for removal from the match.
- 3.6.3 Shooters are solely responsible for their score. This applies to asking the SO/RO for a reshoot if the shooter believes one is warranted as well as ensuring the proper score was recorded for the stage. If the shooter does not review/accept their score or remain at the stage for the SO/RO to review the squad's scores brief, they will not be permitted to petition the MD for a score.
- 3.6.4 Shooters may only speak to the lead SO/RO of the stage or MD for any dispute. Other individuals may not intervene on the shooter's behalf.

3.7 Match Scoring in all Precision Rifle Matches

- 3.7.1 Precision Rifle Match scoring shall follow the standard of one impact on a target will be worth one point.
- 3.7.2 Half points, double points, or increased values for increased difficulty is prohibited.
- 3.7.3 Bonus points will not be authorised, as it can lead to competitive disparity and not reward the most consistent shooters.
- 3.7.4 Know Your Limits/Test Your Limits Stages (KYL/TYL) are not exempted from this rule. The total number of points available on a KYL/TYL stage cannot exceed the total number of targets.
- 3.7.5 Point deductions are unauthorised during Precision Rifle matches as it can lead to competitive disparity and not reward the most consistent shooters. No COF stage points scoring method will be implemented where a shooter can be deducted a point(s). This includes no shoot stages, incorrect target engagements and KYL/TYLS.

3.8 Reshoots

- 3.8.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, called cease fires for any reason not caused by the shooter, a broken prop or shooting support, or any other deemed reasonable by the SO. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a 'house gun'. Nor shall they be permitted for shooters who claim to have not understood the stage rules.
- 3.8.2 The SO can give a shooter the option for a reshoot without having been asked by the shooter if the SO observes an incident which hindered the shooter.
- 3.8.3 The shooter can request a reshoot if he/she believes one is warranted. The shooter will have a period of two minutes to explain his grievance to an SO. The SO has the option to make the decision on his own but the shooter can appeal to the Match Director if he/she receives an unfavourable ruling. If the shooter loses the appeal, he/she will not have the option of a second appeal during the rest of the match.
- 3.8.4 There are two types of reshoots in Precision Rifle Competitions.
 - 3.8.4.1 A Full Reshoot means the shooter will run the entire COF over from start to finish.
 - 3.8.4.2 A Partial Reshoot means the shooter is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time placed back on the

clock which was remaining at the time of the stoppage. If either the position or the time remaining cannot be determined, the shooter must take a full reshoot.

3.8.5 Once the shooter reshoots a stage, they **MUST** take the reshoot score.

3.9 Tie Breakers

3.9.1 A single stage will be pre-determined to be the tie-break stage.

3.9.1.1.1 These stages are generally stages that are easier to score top points on with unlimited rounds. The stages outlined within the Precision Rifle Skills Stages, are tailored towards being tie-breaker stages.

3.9.2 This stage will be made known to the shooters, and if a tie occurs then the shooter with the higher score for the stage will be deemed the victor. If again another tie occurs than the shooter with the faster time will be deemed the victor.

3.9.2.1 This stays true for all tied placers from first to last place.

Section 5 - Precision Rifle Divisions and Categories

- 3.10** Precision Rifle has two Divisions. All shooters must declare the Division in which they will be competing when they register as a Competitor. Shooters are permitted to move from Production to Open during a season but may not move from Open to Production without seeking approval.

Divisions. It is the shooter's responsibility to ensure they are scored in the correct Division. Failure to do so will result in a Match DQ. The following rules govern each of the divisions.

3.10.1 Open Division

- 3.10.1.1 Open Division rifles will not exceed a calibre of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (1% variation allowed for environmental factors and equipment discrepancies).
- 3.10.1.2 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match DQ.
- 3.10.1.3 Open division rifles may be customised within limits of firearms regulations.

3.10.2 Production Division

The Precision Rifle Production Division was created to encourage growth to our shooting community from outside our ranks by allowing shooters the opportunity to compete in Precision Rifle events without being disadvantaged due to equipment. In order to accomplish this we have set limits on the original cost of your rifle and the optic. All other equipment that can be mounted to or added to your rifle that doesn't significantly increase accuracy will be considered accessories and will not be regulated. We want shooters to be able to buy new equipment or pick up a new item off a prize table and be able to use it without the fear of being disqualified from the Production Division.

- 3.10.2.1 In 2020, the Production Division rifle and optic combined shall not exceed \$5,500. The price will be determined by averaging 3 advertised prices from reputable Australian retailers.

In 2021, the Production Division rifle shall not exceed \$3,250 AUD. The optic shall not exceed \$2,750 AUD. The price will be determined by averaging 3 advertised prices from reputable Australian retailers.

- 3.10.2.2 Rifle: For the purpose of the Production Division, a rifle is defined as a publicly available rifle per the original manufacturers configuration of a complete firearm which will be comprised of at least but not limited to the following: stock with bottom metal or chassis, a complete action, a barrel and a trigger mechanism.
- 3.10.2.3 Optics: For the purpose of the Production Division, an optic is defined as a magnified optical system capable of safely engaging targets at various ranges through the use of an internal reticle and or adjustable turrets.
- 3.10.2.4 Accessories: For the purpose of the Production Division, the following items are considered accessories and will not be regulated or prohibited from being used on or in conjunction with your production rifle: muzzle brakes, barricade stops/blocks, custom paint, rings, red dot sights, bags, pads, bipods, rails, zoom levers, data card holders, bolt knobs, bubble level, grips, etc.

- 3.10.2.5 Ammunition: No Restrictions. Any and all types of factory ammunition or hand loaded ammo is allowed.
- 3.10.2.6 Production Division Rifles will not exceed a calibre of .30 or a velocity of 3,200 fps. A match DQ will result any rounds over the speed limit of 3,200 fps (1% variation allowed for environmental factors and equipment discrepancies).
- 3.10.2.7 Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the 3,200 fps speed limit, the shooter will receive an automatic match DQ.
- 3.10.2.8 Enforcement: There will not be a maintained list of authorised rifles or optics due to the dynamics of the ever changing cycle of revised models, new products, and upgrades being released by manufactures. Match Directors are responsible for addressing and enforcing the Production Division regulation matters if and when they arise on a case by case basis.
- 3.10.2.9 COF: Production Division shooters will shoot the same COF as Open Division.
- 3.10.2.10 **Production Division Exceptions**
 - 3.10.2.10.1 If your production rifle came standard without a threaded barrel, you may have a qualified gunsmith remove the barrel and thread it so you can run a brake, provided no additional work is done to the barrel or action to 'Accurise it'.
 - 3.10.2.10.2 If your production rifle came standard without a detachable magazine, you may have a detachable magazine kit installed. You may not replace the stock.
 - 3.10.2.10.3 If your barrel needs to be replaced, it must be sent back to the original manufacture for a replacement barrel of equal value. Factory barrels are authorized to be rebarreled/fitted by a gunsmith if no factory option to re-barrel exists. However, only factory barrels are authorised replacements.
 - 3.10.2.10.4 You may safely tune your original trigger but replacement triggers are not allowed.

3.11 Categories

3.11.1 Ladies Category

- 3.11.1.1 All female shooters are eligible to compete under the Ladies Category in addition to their selected Precision Rifle division.
- 3.11.1.2 As in all physically demanding sports, any male who had a gender reassignment procedure is not permitted to compete in the Ladies Category.

3.11.2 Juniors Category

- 3.11.2.1 Anyone who is 18 years old or younger by January 1st of that particular year is eligible to compete in the Juniors Category in addition to their selected Precision Rifle Division.

3.11.3 Seniors Category

- 3.11.3.1 Anyone who 50 years or older by January 1st of that particular year is eligible to compete in the Seniors Category in addition to their selected Precision Rifle Division.

Section 6 - Precision Rifle Local Series Format and Scoring

3.12 Match Format and Scoring

- 3.12.1 Match formats for general series matches are to be no less than 4 stages, however this is up to the discretion of the MD to whether or not they would like to add more. COF and round limit is also up to the discretion of the MD. Minimum round count must be provided to all competitors prior to the match.
- 3.12.1.1 Each match should include at least one stage from the Precision Rifle Skills Stages.
- 3.12.2 Major series matches are considered as matches that are:
- 3.12.2.1 2 Day matches.
- 3.12.2.2 Minimum of 12 stages.
- 3.12.2.3 Minimum round count of 120 rounds.
- 3.12.3 MD's are encouraged to score their COF in a format that best suits them. However due to the nature of the Precision Rifle discipline with ever changing COF's, the match score will be based off of a performance based score. This means that the first place shooter will always receive 100 points and all other competitors scores are determined as a percentage of the winners score.
- 3.12.3.1 The following formula can be used to determine the remainder of the competitors scores after the first placed shooters score has been determined.
- 3.12.3.1.1 Competitors Score / First place score X 100 = Match score (rounded to 3 decimal places)
- Example:
- One competitor receives 67 points.
- First place received 84 points.
- Therefore; $(67 / 84) \times 100 = 79.7619$ which is rounded up to a 79.762 match score.

Section 7 - Guidelines for Match Directors

The idea of the Precision Rifle discipline is that all matches should have a natural and practical feel. To do so, Match Directors are to have as little restrictions and constraints placed on them as possible. This rulebook is to be used to ensure that a standard is maintained within the discipline no matter who is match directing or where the match occurs.

Pre-Match

Match Directors are expected to provide all competitors with as much information as they would need for the event. This includes; start times, round counts, and any other necessary information that is required by each competitor. Nothing is worse than a competitor being left in the dark prior to a major competition.

Stage Designs

Each and every stage must be safe. Prior to competitors undertaking a stage, that stage must be validated for safety and practicality. Impractical stages should be avoided. Use stages that are highly practical in nature including mid to long range targets, multiple distances, shooting barricades, unknown target distances, realistic hunting situations, and much more. It is highly encouraged that Match Directors proof their own stages, both in concept and on the range. This will allow each stage to be designed well, figure out appropriate timing of the stage, and how achievable a 'clean run' is. With most stages, it should be difficult to obtain 100%, but not unobtainable.

Match Day

As a general guide, the top score in any Precision Rifle match should lie somewhere between 70-90%. Matches where the winner obtains much less than this can show that the match itself may have been too difficult, and as a result may not have been as enjoyable to the competitors as it should have been, especially for the lower end of the competitor field.

Providing each competitor with a match booklet is a great way for competitors to have all the information that they will require prior to stepping up to the line. Match booklets should include information such as the general outlines of the stage, round count, time limit, gear allowed, and if possible a small diagram of the stage. In the case of blind stages, this information may be withheld from the shooter for that particular stage.

Match flow is essential to any successful competition, regardless of discipline. Designing matches to be as efficient as possible will have the competitors never feeling like they are waiting around too much and that they feel like they are making progress at all times. Having multiple squads in different areas, multiple shooters on the line at one time (where safe to do so), and the utilization of experienced Range officers are all methods that a Match Director can employ to ensure a smooth and efficient match.

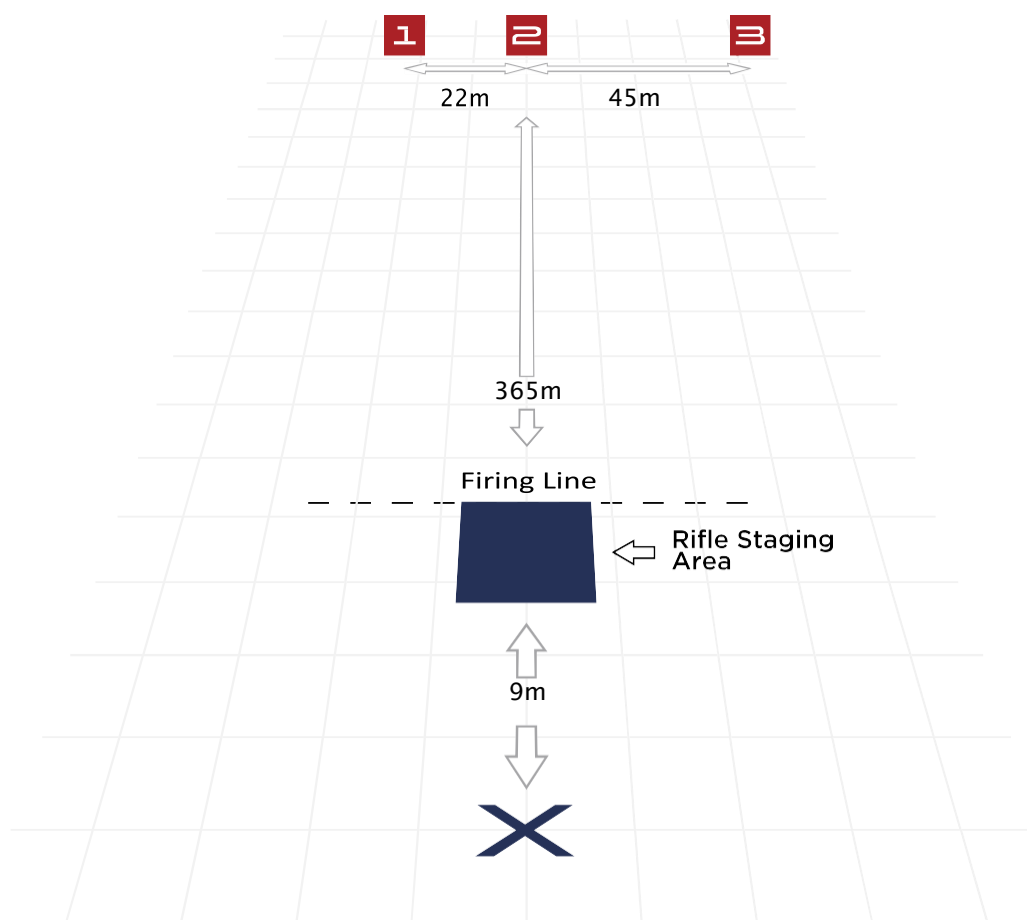
Section 8 - Precision Rifle Skills Stages

The skills stages are common place in Precision Rifle matches and serve two core purposes. The first being to provide a standardised way in which to deal with ties. The second is to have a uniform training tool for competitors.

Skills Stage 1

Precision Rifle Skills Stage 1 consists of three targets, 300 x 300mm placed at a distance of 365 metres and will have a spacing of 22 metres between targets 1 and 2 and 45 metres of spacing between targets 2 and 3. Start position is 9 metres behind the shooter's box on level terrain with the rifle staged on the firing line. At the sound of the beep the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.

Par time is 90 seconds and round count is unlimited.



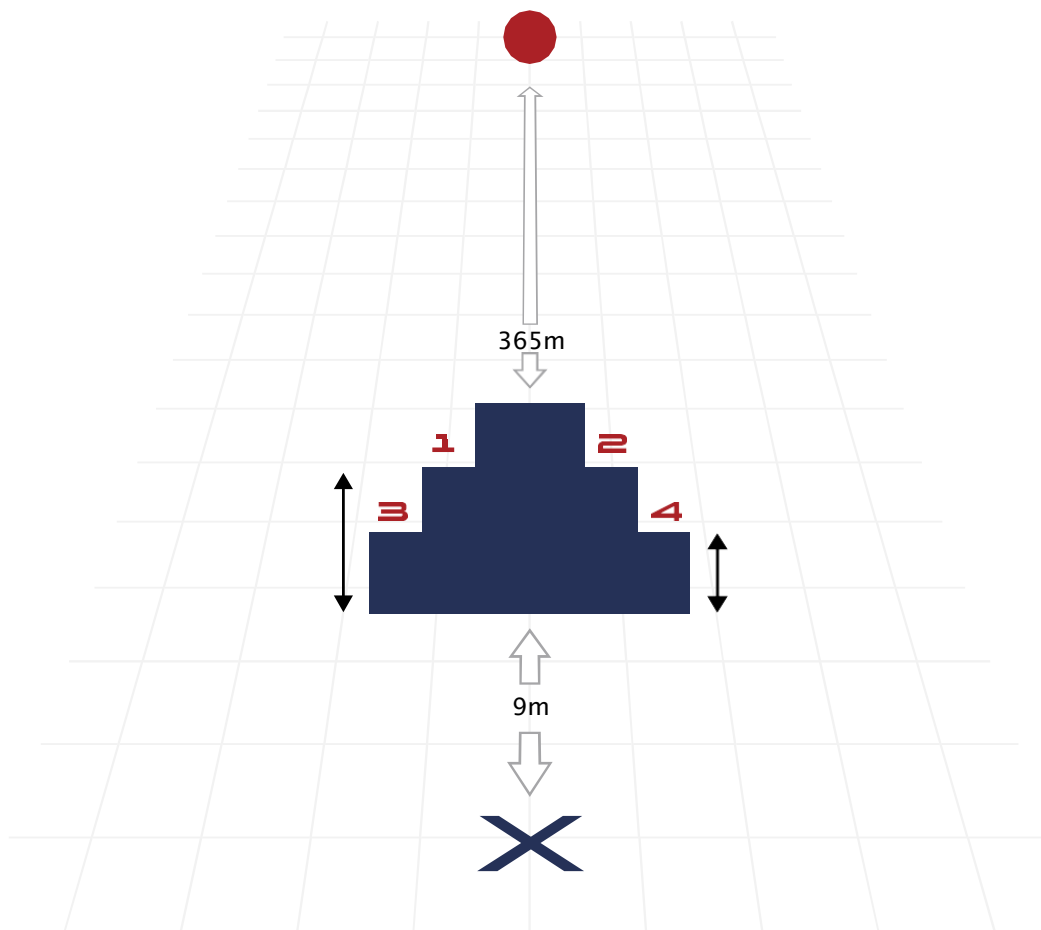
Skills Stage 2

Precision Rifle Skills Stage 2 will consist of one target, 10" in diameter placed at a distance of 365 metres. Start position is 9* metres behind the firing position, which is a barricade, marked with 4 firing points. At the sound of the beep the shooter will move to the barricade to a firing point of his/ her choice and engage the target with 2 rounds only. Shooter will then move to the remaining firing positions in any order and engage the target with two rounds from each position. Par time is 90 seconds and round count is 8.

Barricade dimensions:

Positions 1 and 2 are 1220-1270mm tall x 1220mm wide x 100-130mm thick. Positions 3 and 4 are 710-760mm tall x 1830mm wide x 100-130mm thick

**It is recognised that 9 metres behind the barricade with a firearm can be unreasonable on certain ranges, in this case we encourage the MD and RO's to choose a safe starting point.*



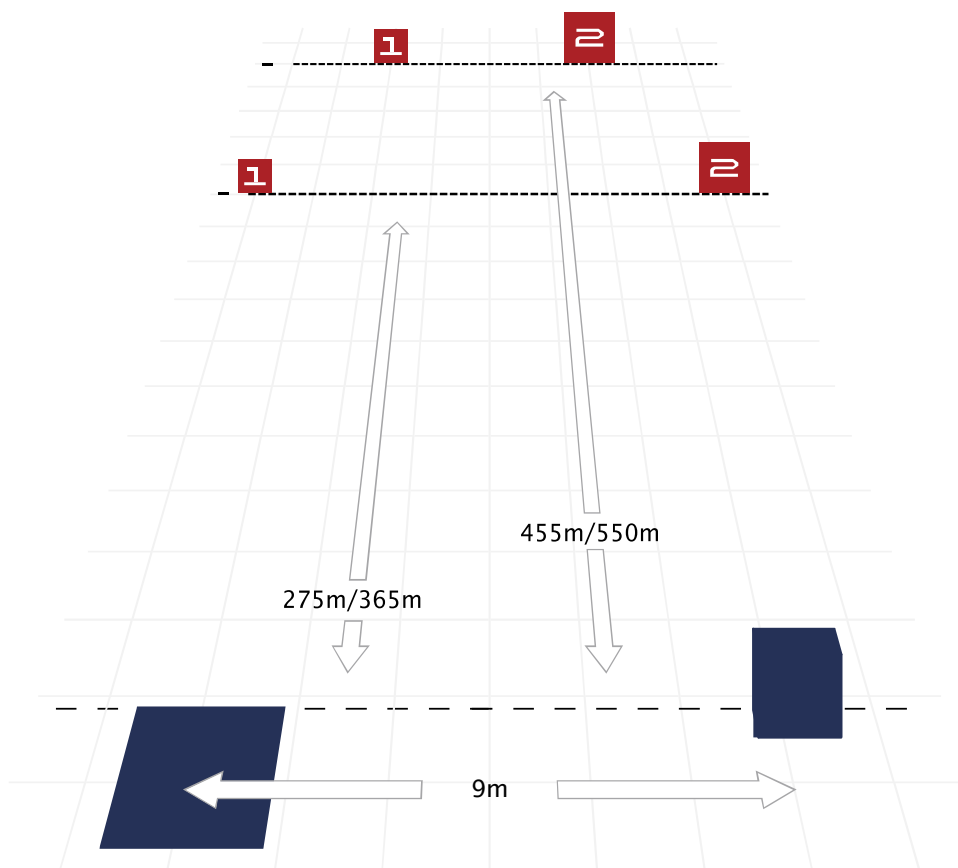
Skills Stage 3

Precision Rifle Skills Stage 3 will consist of 2 targets at 275 or 365 metres (2MOA target left and 3MOA target right) and 2 targets at 455 or 550 metres (2MOA target left and 3MOA target right). Start position-rifle in hand, mag in, bolt back. (Target distances must be either 275 and 455 metres or 365 and 550 metres and is up to the Match Director).

Sound of the buzzer shooter drops into a prone position and engages the near left target and the far left target with one round each, hit to move. Shooter then conducts a mandatory mag change and reengages far left and near left targets in that order. Shooter then moves to a prop 450mm x 450mm x 150mm box (450 tall x 150 wide) and engages near right and far right targets with one round each, hit to move. Mandatory mag change and then reengage far right and near right with one round each, hit to move.

Round count of 12 total rounds (8 rounds total if shot clean).

3 magazines required (2 minimum if start mag is reused for second mag change). Par time 90 seconds.

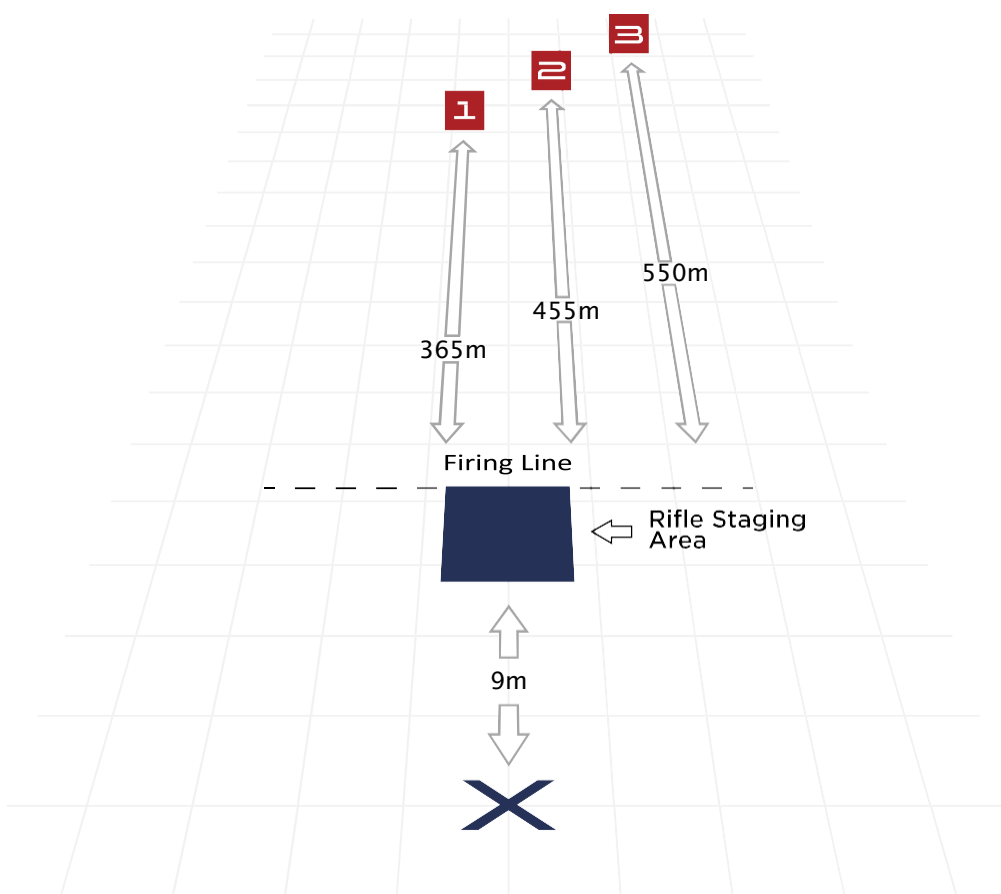


Skills Stage 4

Precision Rifle Skills Stage 4 will consist of 1.5 moa targets at 365, 455, and 550 metres. Start position 9 metres behind firing line, mag in, bolt back. Sound of the buzzer, the shooter moves to the firing line, assumes a prone position and engages all 3 targets with one round each, hit to move, from near to far without dialing any dope on their scopes. After the 550m target is successfully engaged the shooter must drop their magazine, move back to the start point to retrieve their second magazine and

return to the firing line. Shooter will then reengage all targets from near to far shooting from the prone support side position. right and near right with one round each.

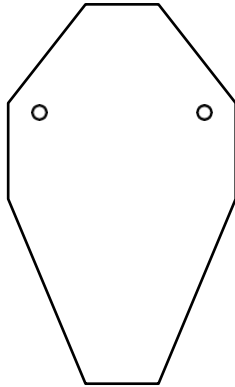
Round count unlimited 2 magazine minimum Par time 90 seconds 365m (400y) 455m (500y) 550m (600y)



Section 9 - Precision Rifle Targets

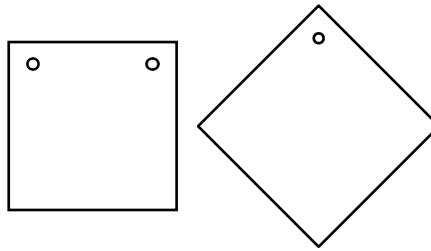
The following examples are to be used as a guide only and each range will have their own designated rules around hard target usage.

Targets are recommended to be made of approved 12mm Bisalloy 500 Hardened Steel and should be of the following shapes. As a recommended guide to Match Director's aim for 1-3 MOA targets for any stages shot from the prone position and 2-4 MOA targets for any stages with unsupported positions. This is a guide only and target size will be set by the Match Director.



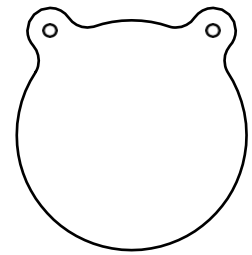
50% IPSC

375mm Tall x 225mm Wide



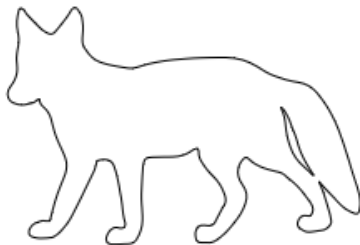
Square or Diamond

300mm x 300mm
250mm x 250mm
175mm x 175mm
150mm x 150mm



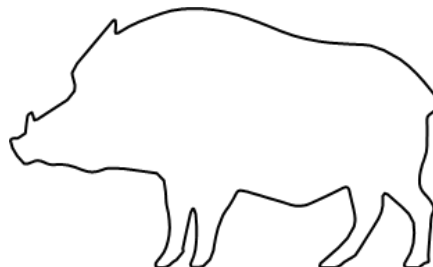
Circle

350mm x 350mm
300mm x 300mm
250mm x 250mm
175mm x 175mm



Fox Feral

363mm Tall x 543mm Wide



Pig Feral

326mm Tall x 541mm Wide



Rabbit Feral

216mm Tall x 285mm Wide

Section 10 - Supplementary Events

It is highly encouraged that Clubs running events under the Precision Rifle discipline also run matches catered to 22LR and military surplus rifles. Both 22lr and Military Rifle events are to be run with the same mindset as the centrefire matches, practical and with few restrictions, however given the nature of the styles of rifles and ammunition used, Match Directors must remember to keep distances and target sizes practical.

22LR

These matches provide an excellent introduction to the Precision Rifle discipline, or even for those looking to run a rifle without the expense of centrefire ammunition. There is only Open Division for 22LR.

We recommend:

- That these matches don't extend much farther than 200 metres, this is not a limitation or a target that must be reached.
- Target sizes generally tend to be quite small at the shorter ranges whilst getting considerably bigger at extended ranges.
- That targets be kept light or on swinging frames to allow for easy distinction of impacts at range.

Military Surplus

These matches are intended for the plethora of surplus service rifles available and in hands of our members. This gives an excellent opportunity for those wanting to give their old rifles a run. Rifles must be as issued, without telescopic sights or target aperture sights, and the use of stripper clips are advised.

We recommend:

- Keeping round counts similar or lower than the usual centrefire matches.
- Due to the use of open sights, target sizes should be quite generous.
- Target distances should be kept to a fairly narrow range, difficulty rises exponentially the further targets are placed away. Starting at 200 metres and extending slightly further back to 300 or 400 metres is a good place to start.

Both the 22LR and Military Surplus Rifle events are held to the same match rules and regulations as the centrefire Precision Rifle events, with the exception of divisions and the non-usage of the Skills stages. Where legal, safety and range requirements are met, Handguns, Shotguns and Black powder firearms may be included in events.

