

.22 Semi-Auto Day
Sunday June 30th 2024 Morning Only



Set up and Sighting in from 8.30am
Matches start at 9.30am
MD and RO: Henry F

Match 1. Small bore Prone.

A 25 yard SB target. Prone position supported. 3 sighters and 10 to count. Time limit 3 minutes. Shots are scored as "outwards gauging". IE, the lowest value a shot touches is the score value. Max points 100

Match 2. Trinity Advance.

5 rounds from Prone at 75 yards in 10 seconds. Target a $\frac{1}{2}$ size Fig 12. Clear rifles and load a 5 round magazine, on command advance 25 yards and engage the target from sitting/Kneeling. Time 25 seconds.

Clear rifles load a 5 round magazine and on command advance 25 yards and engage target from Standing position. Time 25 seconds. Scores as per hits on target- X,V,5,4,3 Max points 75

Match 3. Iwo Jima.

10 rounds from Prone in 15 seconds. Target a $\frac{1}{2}$ size Fig 12 at 50 yards. Show clear and stand up. With clear rifle and ammo in magazines, on command, advance 50 yards and engage targets at the 100 yard line.

Targets 5 Steel Clays per shooter and a Huns Head target. Steels must be down to count and a maximum of 10 hits to count on the Huns Head target. Time limit 75 seconds. Score as per hits on target- X,V,5,4,3 and Clays score a 5 and Huns head V and 5 Max points 125

Match 4. Speed Steels.

10 steel clays at 25 yards. Prone position. 10 rounds. Against the clock shooter engages the targets with no going back. IE start at either end and as quickly as possible hit each target moving to the other end. Missed targets count as 5 seconds penalty. Fastest time wins Max points 50

Match 5. Team Steels.

30 steel targets at various ranges. 3 shooters per team, one shooter in each position, with 15 rounds per shooter. Team against the clock.

Matches One to four are for the Rim Fire Trophy.

Match five is a "stand alone" match if time permits

1 Class

- 1 Winner
- 1 match report writer



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