



## Best of Commonwealth COF

Sunday 17<sup>th</sup> March 2024

Sighting in 8.30am-9.30am. Competition starts 9.30am

Kaitoke Range

Range Fee \$10.00

### 1) Cassino

Prone, 10 rounds in 2 minutes on a figure 12 at 100 yards. Slings allowed

### 2) Operation Supercharge (the battle of El Alamein)

- Start prone at 100 yards, 5 rounds in your magazine, and the bolt closed on an empty chamber. On command you have 25 seconds to fire your 5 rounds.
- Load 5 rounds in your magazine, and the bolt closed on an empty chamber. On command you have 35 seconds to advance to the 75 yard line and fire your 5 rounds from the kneeling or sitting position
- Load 5 rounds in your magazine, and the bolt closed on an empty chamber. On command you have 35 seconds to advance to the 50 yard line and fire your 5 rounds from the standing position.

### 3) Stoppage, stoppage, stoppage This match is shot with squads of 5

5 x eight second exposures, 2 shots per exposure. From the prone position your first round is fired at the fig 12 at 100 yards, you must load another round (single load or a mag) and fire your second round at a steel plate which will be located anywhere from the 50 to the 100 yard line. Start with a hot rifle. Plate down scores as a V

### 4) Mad minute

Start prone with rifle loaded with 5 rounds and have another 10 rounds loose or in clips. Upon command you have 1 minute to fire your 15 rounds on your fig 12 at 100 yards.

### 5) Team Shoot

3 shooter team plate shoot. 1 sitting, 1 standing, 1 prone.  
25 plates at 75 to 110 yards.

Start with magazine loaded, and a round in chamber  
Ammo a maximum of 20 rounds per shooter.

Upon command engage the plates. No time limit, fastest team wins

Matches 1 to 4 can be shot with any rifle, but trophies can only be won if you are using a .30 or .303 calibre iron sighted rifle as issued to Commonwealth forces.

Match 5 is a stand alone match and optional so any bolt action rifle is ok.



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### SNIPER MATCHES.

Any bolt action centrefire rifle, optics recommended, bipod, slings, sandbags.

#### MATCH 1 COVER UP.

- At 200yds a Fig12 partly obscured by a no shoot.
- 5X8 second exposures. 2 rounds per exposure.
- Start prone with hot rifle
- Only V's count.

#### MATCH 2 HERE'S HOPING

- At 100yds 2 X Huns head targets;
- 2 X orange patches on each target.
- 4 rounds per target.
- Hit on patch scored as V. Within circle as a 5
- Time 2 minutes.
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- Sniper matches scored after match 2
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- Green Mountain Boys will be along around 1.00 to 2.00pm to run a pistol match or two for anyone who cares to partake. Bring some cash for ammo.



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