

Gold Card Day/Sniper Match 2024
Kaitoke Range Sunday September 8th
Set from 8.00. Sighting in from 8.30. Matches start at
9.45am
Range Fee \$10.00
MD and RO; ????

Gold Card Matches

Gold Card Day is intended for the more mature members amongst us who aren't as flexible as they once were. Classes are Over 60 Classic and Modern Service. All under 60's will be considered open.

Sniper matches will be run after the Gold Card matches if time permits as the range booking is for the morning only.

Match 1 Ancient Application

Figure 12 at 100yds with white no shoot, 10 rounds prone. Start with hot rifle, slings or any field type support (sand bag, ammo box, zimmer frame, knitting basket) allowed.

Max 50 Points, (No Shoot -5 points), 10 rounds. Time 1 minutes

Match 2 The Ageing Hun

Modified Figure 14 Hun's head and two clays at 50yds Irons or 100yrds optics, 14 rounds prone. Start with hot rifle, slings or any field type support (same as above match) allowed. On command place 2 shots into each eyeglass lens, 2 shots into each hearing aid, 2 shots into false teeth, 2 shots into comb over and break both clays.

Max 70 Points, hits and clays counted as 5's, only 5's count, 14 rounds. Time 3 minutes.

Match 3 Stand up for your Elders

Figure 12 at 100yds. Snap shoot with 10 x 5 second exposures. Under 60's must shoot standing, over 60's may choose their position.

Max 50 Points, 10 rounds.

Match 4 Action Flatline

Figure 12 at 100yds, 10 rounds prone. Start standing at end of mat, empty rifle with two 5 round magazines, rifle must be unloaded with no magazines inserted. On command drop or slowly descend behind the rifle, load your rifle with a 5 round magazine. All shots fired from prone position. Must have a magazine change after 5 rounds.

Max 50 Points 10 rounds. Time 75 Seconds.

Match 5 False Teeth Frenzy

Figure 12 at 100yds, 15 rounds prone. Start with hot rifle with 5 round magazine inserted. Remaining 10 rounds placed loose in a jar of false teeth. On command engage your target with your 5 rounds then load magazines/clips or single load remaining rounds from the jar. 5 Points deducted for shaking all of the contents out of the jar or teeth found on the ground (5 bonus point if all teeth are consumed).

Max 75 points, 15 rounds. Time 2 minutes.



SNIPER MATCHES

For any bolt action centrefire rifle. Optics recommended, bipod, slings, sandbags ok. All matches to be shot prone.

Match 1 Cover Up

Figure 12 at 200yds partially obscured by a no shoot, 10 rounds. Snap shoot with 5 x 8 second exposures, 2 rounds per exposure. Start prone with hot rifle.
Max 50 points, only V's count.

Match 2 Aim Small, Hit Small

A4 Figure 12 at 200 yds and 3 x steel plates at 75yds-100yds, 12 rounds. Start prone with hot rifle. On command shoot the 3 steel plates first then engage A4 Figure 12 with remaining rounds.
Max 60 points. Time 2 minutes.

Match 3 Here's Hoping

Hun's head targets at 100yds with 2 orange patches on each target, 8 rounds. Start with hot rifle, on command shoot 2 rounds per orange patch on the Hun's head(4 rounds per target).

Max 40 points. Hits on the patches scored as V's, within circle as 5's. Time 4 minutes.

ALL SNIPER MATCHES TO BE SCORED AFTER MATCH 3.