## PRe드이N <br>  <br> 13) 0 <br> <br> MALT E MARLOT <br> <br> MALT E MARLOT <br> ONE DAY CENTERFIRE MATCH



MATCH DIRECTOR - REGAN LIEBICH

## EVENT SCHEDULE

## SATURDAY

0745 Range open and sign-in
0815 Match/Safety Brief
0830 Range Open and Match Day 1 commences
1700 Match concludes and range closes
1715 Presentations and range packup

## DN ARRIVAL

Leave your rifle locked in your car until you have SIGNED IN each day Rifles need to have a Chamber Flag inserted at all times (even when bagged) and when not in use.

## HANGFIRE

If you experience a hang-fire, you must wait 30 SECONDS and only open your bolt once the RO gives you the command.

## CEASEFIRE!

When the range is closed, DO NOT handle any firearms, remain at least 1 m behind the firing line, or benches.

## FINISHED?

Before you pack up your rifle, you
MUST have them cleared by an RO
*Smoking or using e-cigarettes is Prohibited.

## Farm Yard Troopline



TIME
120 Seconds


ROUND COUNT
12 Rounds
Hit to Move Target
Shoot to Move Distance


EQUIPMENT
Unlimited


## TARGETS

204 m : Big and Small 259 m : Big and Small 303 m : Big and Small 347 m : Big and Small 409 m : Big and Small 496 m : Big and Small

## STAGE BRIEF

Shooters starts ports arms, magazine in bolt back 2 m behind the car.
At the start signal the shooter will move to any position from the outside of the car and engage the troop-line near to far with 2 rounds per distance

Hit to Move Targets, Shoot to Move Distance.
Targets:
Chicken and 75mm @204m
Chicken and 125 mm @259
Turkey and Chicken @303m
Pig and turkey @347m
Rabbit and pig @409m
Ram and rabbit @496m

## COMPETITQR DATA

| DISTANCE | SIZE | DRDP | 5 MPH | $1 \square \mathrm{MPH}$ |
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AVAILABLE

## Skills Stage - Near Far Tie Breaker

90 Seconds


ROUND COUNT
10 Rounds
Shoot to Move

EQUIPMENT


TARGETS
Unlimited
$365 \mathrm{~m}: 200 \mathrm{~mm}$
$451 \mathrm{~m}: 200 \mathrm{~mm}$

## STAGE BRIEF

Shooters starts ports arms, magazine in bolt back $2 m$ behind the skills 2 barricade.

On the start signal, the shooter will engage the targets with 1round each (near then far) from the four available positions then repeat one of the first 3 positions for a total of 5 positions.

This stage is used as a tiebreaker so times will be recorded.

## COMPETITQR DATA

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AVAILABLE

## Tractor Rack

TIME
120 Seconds


ROUND COUNT
12 Rounds

EQUIPMENT
Unlimited


## TARGETS

420 m : KYL Rack 300 mm round 250 mm round 200 mm round

## STAGE BRIEF

Shooters starts magazine in hand 2 m behind rifle.
Rifle staged but no sight picture to be taken.
On the start signal the shooter will move to the prone position and engage the 3 targets on the rack at 420 m with 3 rounds. Hit to Move, Big to Small down the rack.

Next, the shooter will move to the second position and repeat the target sequence with 3 shots.

Repeat this same process for positions 3 and 4.

## COMPETITQR DATA

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AVAILABLE

## Cable Fun

TIME
90 Seconds


## ROUND COUNT

6 Rounds
Shoot to Move

EQUIPMENT
Unlimited


## TARGETS

$300 \mathrm{~m}: 160 \mathrm{~mm}$ square $385 \mathrm{~m}: 200 \mathrm{~mm}$ square $500 \mathrm{~m}: 240 \mathrm{~mm}$ square

## STAGE BRIEF

Shooter to start 2 m behind the barricade，port arms and magazine inserted．
On the start signal the shooter moves to the first position and engages all 3 targets with 1round each near to far．

Next the shooter will move to the second position and then reengage the targets from furthest to nearest．

This stage is a NO DIAL stage！Turrets may be set at the start of the stage．

## CロMPETITロR DATA

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## Across the Vines

TIME
105 Seconds


ROUND COUNT
9 Rounds
Shoot to Move

EQUIPMENT
Unlimited

tARGETS
$365 \mathrm{~m}: 3 \times 300 \mathrm{~mm}$ Squares

## STAGE BRIEF

Shooter will start 2m back, magazine in bolt back port arms.
On the start signal the shooter will move to the rooftop position and engage the targets from left to right.
Shoot to Move.
Once the shooter has engaged all 3 targets from left to right they will then reengage in the same fashion from right to left starting with the far right target.
Shoot to Move

Than again in the same fashion, Repeat again from left to right.
Shoot to Move.

## COMPETITQR DATA

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POINT PER HIT

## Monarto Support Group



ROUND COUNT
10 Rounds
Shoot to Move

EQUIPMENT
Unlimited


## TARGETS

$500 \mathrm{~m}: 300 \mathrm{~mm}$ Square

## STAGE BRIEF

Shooter will start behind the Rifle modified prone on one bench. magazine out bolt open.

On the start buzzer the shooter will engage the target with 2 shots.
Shooter will drop magazine and move to the next bench and load a second magazine and engage the same target with 2 shots FULL SUPPORT SIDE!

Repeat this 3 more times for a total of 10 shots.

## COMPETITロR DATA

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AVAILABLE

## Speed Tree

90 Seconds


ROUND COUNT
12 Rounds
Shoot to Move

EQUIPMENT
Unlimited


TARGETS
$280 \mathrm{~m}: 250 \mathrm{~mm}$

## STAGE BRIEF

Shooter will start port arms, magazine inserted bolt back 2 m behind the NRL barricade.

On the start signal the shooter will move to any of the marked positions on the barricade and engage the target with 2 shots.

The Shooter will then move to a different position on the barricade and engage the target for another 2 shots! Rinse and repeat for the remaining 8 shots and 4 positions.

## COMPETITロR DATA

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AVAILABLE

## 1，2，3 and $4 \ldots$.

## TIME

105 Seconds


ROUND COUNT
10 Rounds
Hit to Move


EQUIPMENT
Unlimited


## TARGETS

$200 \mathrm{~m}: 100 \mathrm{~mm}$
$300 \mathrm{~m}: 175 \mathrm{~mm} \& 150 \mathrm{~mm}$
$385 \mathrm{~m}: 200 \mathrm{~mm}, 175 \mathrm{~mm}$ \＆
150 mm
$500 \mathrm{~m}: 250 \mathrm{~mm}, 200 \mathrm{~mm}, 175 \mathrm{~m}$

## STAGE BRIEF

Shooter will start modified prone on a bench．Rifle staged，magazine in，and bolt open．

On the start signal the shooter will engage the 75 mm target＠ 200 m with one round．

The shooter will than move to the 300 m rack and engage the 2 targets with 2 rounds．Hit to move targets！

Shooter will the move to the 385 m rack and shoot the 3 targets with 3 rounds． Hit to move targets

Shooter will then engage the 4 targets at 500 m with 4 rounds．Hit to move targets．

## COMPETITロR DATA

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AVAILABLE

## Don＇t Tank

TIME
90 Seconds


ROUND COUNT
10 Rounds
Shoot to Move

EQUIPMENT
Unlimited


TARGETS
$300 \mathrm{~m}: 175 \mathrm{~mm}$ Square $385 \mathrm{~m}: 250 \mathrm{~mm}$ Square

## STAGE BRIEF

Shooters starts ports arms，magazine in bolt back 2 m behind the barricade．
On the start signal the shooter will move to any of the 4 positions（ 3 tips and knuckle）on the tank trap or prone and engage the targets with one shot each shoot to move．

Shooter will alternate from shooting targets from Near to Far then Far to Near with each change of position．

No position can be repeated．

## COMPETITロR DATA

| DISTANCE | SIZE | DRDP | 5 MPH | $1 \square \mathrm{MPH}$ |
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## Woolshed Rundown

TIME
105 Seconds


## ROUND COUNT

10 Rounds
Hit to Move Target
Shoot to Move Distance


EQUIPMENT
Unlimited


TARGETS
300 m : KYL Rack
250 mm
200 mm
175 mm
$150 \mathrm{~mm} \& 125 \mathrm{~mm}$

## STAGE BRIEF

Shooters starts ports arms, magazine in bolt back $2 m$ behind the staircase.
On the start signal the shooter will move to any position on the staircase and engage the largest KYL target at 300 m with 2 shots.

Shooter will then repeat this 4 more times from different positions for a total of 10 shots.

No position can be repeated.
KYL targets are Hit to Move 2 impacts per target then progress down the rack.

## COMPETITロR DATA

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AVAILABLE

# MATCH <br> SCORING 

## SATURDAY

1 Farm Yard Troopline
2 Skills Stage - Near Far
3 Tractor Rack
4 Cable Fun
5 Across the Vines
6 Monarto Support Group
7 Speed Tree
8 1,2,3 and 4.....
9 Don't Tank
10 Woolshed Rundown
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