



PRECISION RIFLE
OFFICIAL NATIONAL RULES

No. 1

Feb 2024

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These Rules, for the conduct of National Championships, have been compiled and approved by the SSAA Inc National Board.

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The SSAA Precision Rifle Discipline was approved by the SSAA National Board as an Interim Discipline for a period of 2 years in March 2020, under a SSAA Precision Rifle Interim National Rule book.

This SSAA Precision Rifle Discipline Rule Book, No. 1, Feb 2024 is now the Official Rule Book for the SSAA Precision Rifle Discipline.

SECTION 1: AIMS AND OBJECTIVES

- 1.1 Precision Rifle shooting tries to unite the three principles of precision, positions and speed. The course of fire is made up of a number of stages, and are shot individually by the competitors 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 competitor must be inventive, and therefore the solutions of challenges frequently vary between competitors.
- 1.2 Precision Rifle shooting is intended to test the proficiency of a competitor's basic shooting skills, their ability to quickly assess diverse stages and solve challenges, along with the skillful use of modern firearms, optics and equipment to achieve as many points as possible in a given amount of time.

SECTION 2: SSAA STANDARD RULES

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard Rules should be used with each disciplines current rule book and they take precedence over any standard rule that may be in a discipline's rule book.

The Rules covered are shown as heading and subheadings in this rule book.

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SECTION 3: PRECISION RIFLE DIVISIONS AND EQUIPMENT SPECIFICATIONS

Precision Rifle has two Divisions.

All competitors must declare the Division in which they will be competing when they register as a competitor. Competitors are permitted to move from Production to Open during a National but may not move from Open to Production without seeking approval.

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

Production Division competitor's will shoot the same Course of Fire as the Open Division.

3.1 Open Division

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

3.2 Production Division

The Precision Rifle Production Division was created to encourage participation by allowing competitors the opportunity to compete in Precision Rifle events without being disadvantaged due to equipment. To do this there are limits set on the original cost of a rifle and the optic. All other equipment that can be mounted on or added to a rifle that doesn't significantly increase accuracy will be considered accessories and will not be regulated.

Production Division Rifles will not exceed a calibre of .30 or a velocity of 3,200 fps. A match DQ will result if any rounds are over the velocity of 3,200 fps (plus 1% variation allowed for environmental factors and equipment discrepancies).

Match Officials may request at any point during a match that a competitor fire their rifle through chronograph. If the bullet exceeds the velocity of 3,200 fps speed limit, the competitor will receive an automatic match DQ.

- 3.2.1 The price of the Production Division rifle and optic combined will be determined by the SSAA Precision Rifle annual Subcommittee Meeting by averaging 3 advertised prices from reputable Australian firearms retailers.

- 3.2.2 **Rifle:** For the purpose of the Production Division, a rifle is defined as a publicly available rifle as per the original manufacturer's 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.

3.2.2 Optics: For the purpose of the Production Division, an optic is defined as a magnified optical system for viewing targets at various distances through the use of an internal reticle and / or adjustable turrets.

3.2.3 Accessories: For the purpose of the Production Division, the following items are considered accessories and will not be regulated or prohibited from use on or in conjunction with a 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.

3.2.4 Ammunition: No Restrictions. Any and all types of ammunition is allowed.

3.2.5 Authorised rifles or optics: There will not be a list kept of authorised rifles or optics due to the dynamics of the cycle of revised models, new products, and upgrades being released by manufactures. Competitors must be able to provide evidence of compliance with the Production Division Rules if requested by Match Director.

3.3 Production Division Exceptions

3.3.1 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'.

3.3.2 If your production rifle came standard without a detachable magazine, you may have a detachable magazine kit installed. You may not replace the stock.

3.3.3.3 If a barrel needs to be replaced, the replacement must be in the original material and contour.

3.3.4 The original trigger may be tuned but replacement triggers are not allowed.

SECTION 4: SAFETY

4.1 General Safety Rules

If a breach of safety is observed the Range Officer will call "Ceasefire, Ceasefire, Ceasefire". Competitors are required to follow the directions of

the Range Officer, ensuring that firearms are kept pointed in a safe direction. The Range Officer is to immediately correct the situation and nominate the competitor and the safety breach. The Match Director may Disqualify (DQ) and or remove the competitor from the range.

4.2 Safety during Conduct of a Match

Whilst the Competitor is undertaking the Course of Fire (COF).

- 4.2.1 Empty Chamber Indicators (ECI's) are to remain in the chamber of the rifle until the RO has given the command to "Load and Make Ready".
- 4.2.2 If no movement is required to start the COF, and to the MD's discretion and stage design, the competitor's 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 Competitor's and RO's responsibility to completely understand how the rifle should be prepared for that specific COF.
- 4.2.3 All transitions and movements must be completed with the bolt retracted and an empty chamber.
- 4.2.4 The firearm must be pointed down range at all times, within the range template.
- 4.2.5 An Accidental Discharges / Negligent discharges (AD's / ND's) are 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.
 - 4.2.5.1 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 range template, will not be disqualified.
 - 4.2.5.2 A shot which occurs while actually loading, reloading or unloading a firearm. A shot which occurs during remedial action in the case of a malfunction. A shot which occurs during movement / transition.
 - 4.2.5.3 A shot which occurs when the competitor is not on scope with an established sight picture.
 - 4.2.5.4 A shot which occurs before the competitor intended to shoot, regardless if the shot remains in the range template target berm or the target itself.
 - 4.2.5.5 A shot which occurs during a cease fire period.
 - 4.2.5.6 If the shot occurs whilst the competitor is on glass with an established sight picture and the stage SO deems it as a shot which occurs before the competitor 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 competitor will be issued a match DQ.

- 4.2.5.7 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 4
- 4.2.8 Whilst competitors are not actively completing a COF.
- 4.2.8.1 Muzzles must be pointed in a safe direction at all times, this includes any and all movement with a firearm.
- 4.2.8.2 ECI's to be utilised at all times.
- 4.2.8.3 Firearms must be cleared of magazines and only be inserted upon the RO's command.

4.3 Safety Breach Penalties

- 4.3.1 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.
 - 4.3.1.1 Violators of the cold range rule will be disqualified from the match.
 - 4.3.1.2 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 competitor being removed from the Match.
 - 4.3.1.2.1 Failure to use an ECI.
 - 4.3.1.2.2 Flagging.
 - 4.3.1.2.3 Violating the range template angle.

If a movement or transition occurs with the competitor failing to have the bolt retracted and an empty chamber, they 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 competitor being removed from the match.
 - 4.3.1.2.4 An AD will result in the competitor being immediately removed from the match.
 - 4.3.1.2.5 An AD will result in the competitor receiving zero for that particular stage in which the incident occurred. Opportunity will be given to the competitor 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 unsafe they may remove the competitor from the match.

SECTION 5: MATCH OFFICIALS

5.1 Match Directors (MD)

- 5.1.1 The MD is in charge of the event.
- 5.4.2 The MD must provide details which accurately describes each COF.
- 5.4.3 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.
- 5.4.4 MD's will ensure use of a primary and secondary method of scoring and allow the competitors to witness their score before departing for the next stage.
- 5.4.5 MD's must use an approved scoring system. No shot may be worth more than two times the value of any other shot.
- 5.4.6 MD's must ensure that all targets used for any event are in working order. Any target past 500 metres must be reactive and if possible have at least two spotters observing the target.
- 5.4.7 MD's will allow for a 15-minute period after the scores have been made available to all competitors wishing to dispute their score. Once the 15 minutes is up no disputes will be acknowledged.

5.4.8 Stage Officer (SO) Option 1

- 5.4.8.1 Assign Lead SO's that must remain on their stage for the duration of the match and are the only person authorised to call impacts.
- 5.4.8.2 Non-competing Score Keepers / timers and Stage Safety Officers are also assigned by the MD and must remain on their stage.
- 5.4.8.3 MD's may use additional spotting SO's to assist the Lead SO in spotting impacts, but they must not be competitors.

5.4.8.4 Stage Officer (SO) Option 2

- 5.4.8.5 Assign Lead SO's that must remain on their stage for the duration of the match.
- 5.4.8.6 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.
- 5.4.8.7 Competitors may be used as additional spotting SO's to assist the Lead SO in spotting impacts.
- 5.4.8.8 Competitors are encouraged to assist the Lead SO under this option and additional validation of spotting is permissible by members of the squad.

5.4.8.9 Stage Officer (SO) Option 3

- 5.4.8.10 MDs may employ 'Lead Roaming RO's'. Lead Roaming RO's are defined as experienced competitors 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.

- 5.4.8.11 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.
- 5.4.8.12 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.

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

- 5.5.1 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 competitor.
- 5.5.2 Lead SO/RO's must have a full understanding of the official Precision Rifle Rules.
- 5.5.3 Lead SO/RO's must ensure the rules are the same for each competitor.
- 5.5.4 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 competitor from each squad. Lead SO/RO's will point out each target to the competitors except on 'blind' stages in which case no competitor will be told the location of any target until they arrive at that stage.
- 5.5.5 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.
- 5.5.6 SO/RO's will use the following verbiage to start each competitor: SO/RO - "Shooter do you understand the course of fire?" Competitor 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 competitor with the beep of a reliable shot-timer or a verbal "Engage".
- 5.5.7 If at any point during the COF the SO/RO/MD observes an unsafe act, they must call a cease-fire.
- 5.5.8 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 competitor.
- 5.5.9 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 competitor know the target they were 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.
- 5.5.10 SO/RO's are not permitted to signify in any way to a competitor 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 competitors may make the approved corrections for safety reasons. Any competitor providing assistance will receive a stage DQ. Assisting competitors after they have finished shooting is permissible.

- 5.5.11 For all timed courses of fire, the SO/RO will make every effort to ensure the shot timer registers the competitor's final shot. competitors 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 competitor will receive points for that impact.
- 5.5.12 SO/RO's must show and brief each competitor of their score for the stage prior to the squad departing the stage. When using an approved electronic scoring system, the competitors can be verbally briefed and/or hit the 'approve' button after each competitor completes a stage. But this doesn't fulfill the SO/RO's responsibility to review the scores after the squad is complete. After the competitor leaves the stage, it cannot be arbitrated.
- 5.5.13 Any issues that may arise must immediately be brought to the attention of the MD

SECTION 6: COMPETITOR'S RESPONSIBILITIES

See also Rule 2.4

- 6.6.1 The competitor is solely responsible for ensuring that they fully understands the Precision Rifle and Standard Rules as well as the COF prior to starting the stage.
- 6.6.2 Competitors are completely responsible for the equipment they are using, including their firearms and ammunition..
- 6.6.3 Competitors are solely responsible for their recorded score. This applies to asking the SO/RO for a reshoot if the competitor believes one is warranted as well as ensuring the proper score was recorded for the stage. If the competitor does not review or accept their score or remain at the stage for the SO/RO to review the squad's scores, they will not be permitted to petition the MD for a score.
- 6.6.4 Competitors may only speak to the lead SO/RO of the stage or MD for any dispute. Other individuals may not intervene on the competitor's behalf.

SECTION 7: PRECISION RIFLE SERIES FORMAT AND SCORING

7.7 Match Format and Scoring

- 7.7.1 Match formats for general series matches are to be no less than 4 stages, however this is up to the discretion of the Match Director (MD) if they add more stages. The Course of Fire and round limit is also up to the discretion of the MD. The Minimum round count must be provided to all competitors prior to the match.
 - 7.7.1.1 Each match should include at least one stage from the Precision Rifle Skills Stages.
 - 7.7.2 Major series matches are considered as matches that are:
 - 7.7.2.1 2 Day matches.
 - 7.7.2.2 Minimum of 12 stages.

7.7.2.3 Minimum of 120 rounds.

7.7.3 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 on a performance based score. This means that the first placed competitor will always receive 100 points and all other competitors scores are determined as a percentage of the winner's score.

7.73.1 The following formula can be used to determine the remainder of the competitors scores after the first placed competitors score has been determined.

7.7.3.1.1 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.

7.8 Scoring in all Precision Rifle Matches

7.8.1 Precision Rifle Match scoring shall be:

one impact on a target will be scored as one point.

7.8.2 Half points, double points, or increased values for increased difficulty is prohibited.

7.8.3 Bonus points are not allowed..

7.8.4 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.

7.8.5 Point deductions are not allowed in Precision Rifle Matches. This includes no shoot stages, incorrect target engagements and KYL/TYLs.

7.9 Tie Breakers

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

7.9.1.1.1 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.

7.9.2 This stage will be made known to the competitors, and if a tie occurs then the competitor with the higher score for the stage will be deemed the winner of the Tie. If another tie occurs than the competitor with the faster time will be deemed the winner of the tie.

7.9.2.1 This applies for all tied placers from first to last place

7.10 Reshoots

There are two types of reshoots in Precision Rifle Competitions.

- 7.10.4.1 A Full Reshoot means the competitor will reshoot the entire COF over from start to finish.
- 7.10.4.2 A Partial Reshoot means the competitor is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time on the clock which was remaining at the time of the stoppage. If either the position or the time remaining cannot be determined, the competitor must take a full reshoot.
- 7.10.5 Once the competitor reshoots a stage, they MUST take the reshoot score.
- 7.10.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the competitor. This may include broken targets, called cease fires for any reason not caused by the competitor, a broken prop or shooting support, or any other incident deemed reasonable by the SO. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a 'house gun'.
Reshoots are not permitted for competitors who claim to have not understood the rule of the stage..
- 7.10.2 The SO can give a competitor the option for a reshoot without a request from the competitor if the SO observes an incident which hindered the competitor.
- 7.10.3 The competitor can request a reshoot if they believe one is warranted. The competitor will have a period of two minutes to explain his grievance to an SO. The SO has the option to make the decision, but the competitor can appeal to the Match Director if they receive an unfavourable ruling. If the competitor loses the appeal, they will not have the option of a second appeal during the rest of the match.

SECTION 8: MATCHES AND STAGE DESIGN

The idea of the Precision Rifle discipline is that all matches should have a natural and practical feel. This rulebook is to be used to ensure that a standard is maintained within the discipline.

Guidelines for Match Directors

Match Directors are to have as little restrictions and constraints placed on them as possible..

Pre-Match

Match Directors are expected to provide all competitors with as much information as they need for the event. This includes; start times, round counts, and any other necessary information that is required by each competitor.

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 competitors 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 9 - 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 competitor 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

competitor 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.

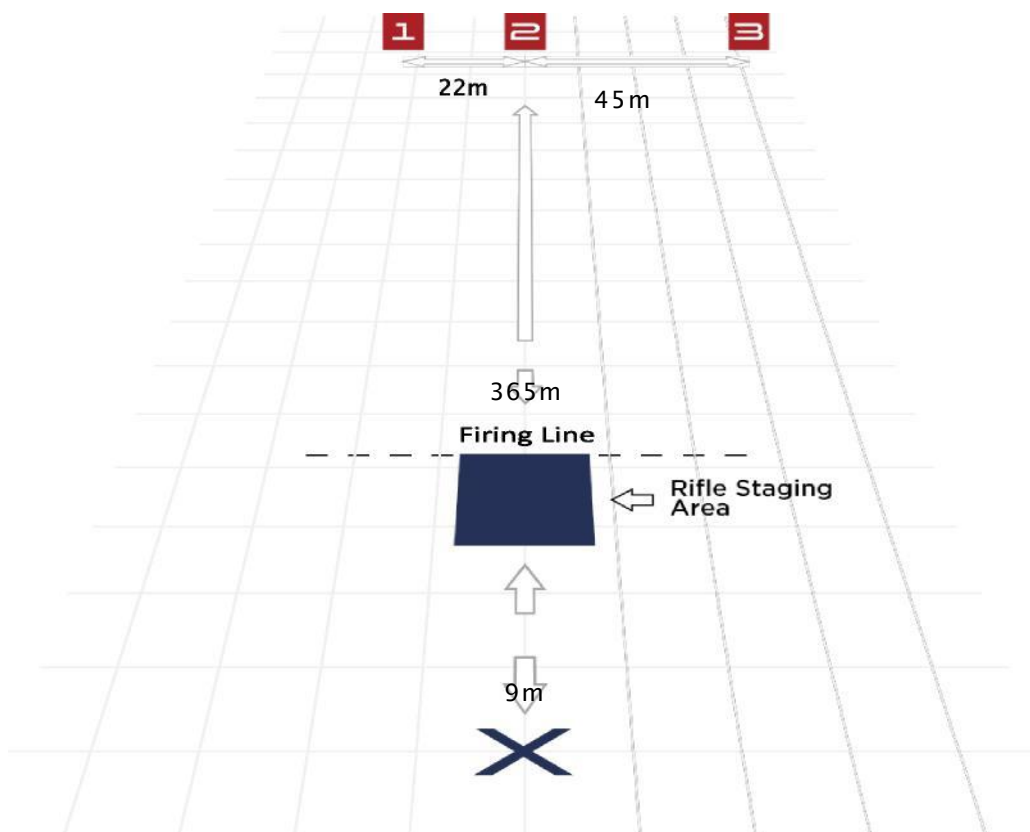
Skills Stage 2

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 competitor will move to the barricade to a firing point of their choice and engage the target with 2 rounds only. The competitor 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.*

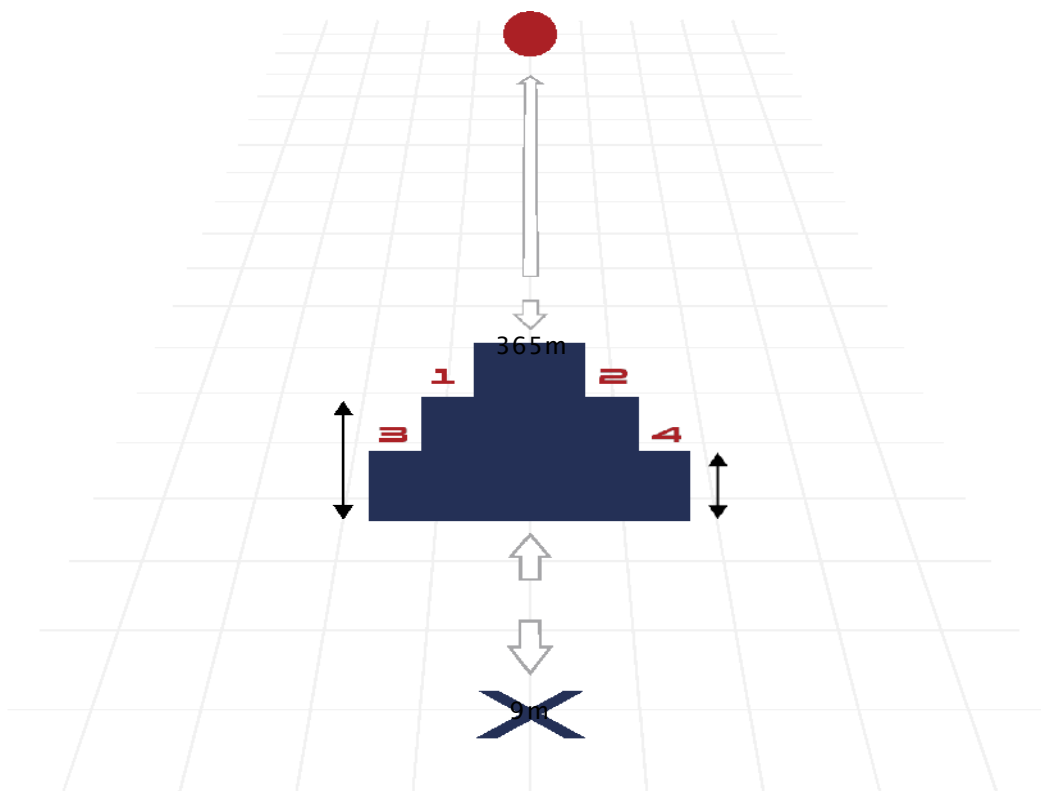


Skills Stage 3

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 competitor drops into a prone position and engages the near left target and the far left target with one round each, hit to move. Competitor then conducts a mandatory mag change and re-engages far left and near left targets in that order. Competitor 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 re-engage far right and near right with one round each, hit to move.

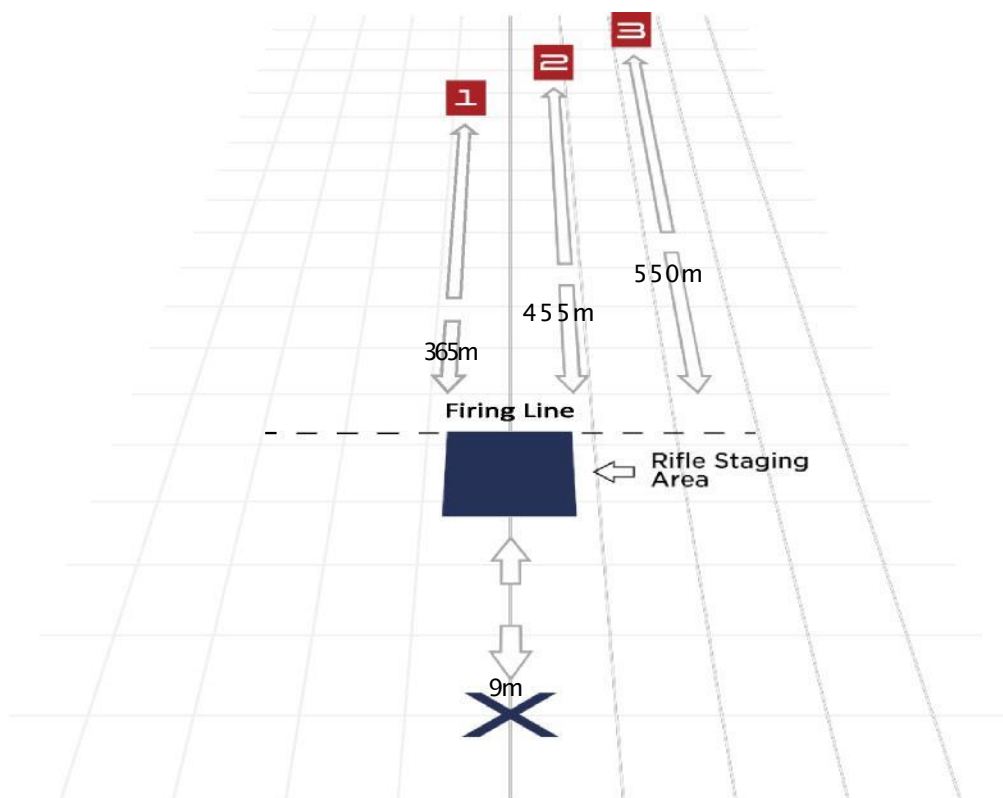
Round count of 12 total rounds (8 rounds total if shot clean). 3 magazines required (2 minimum if start mag is reused for second mag change). Par time 90 seconds.



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 competitor 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 competitor must drop their magazine, move back to the start point to retrieve their second magazine and return to the firing line. Competitor will then re-engage all targets from near to far shooting from the prone support side position. right and near right with one round each.

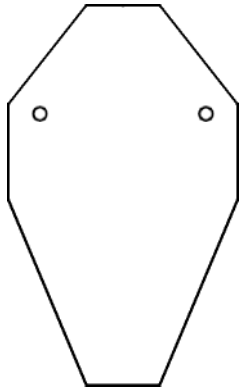
Round count unlimited 2 magazine minimum Par time 90 seconds 365m (400y) 455m (500y) 550m (600y)



SECTION 10: PRECISION RIFLE TARGETS

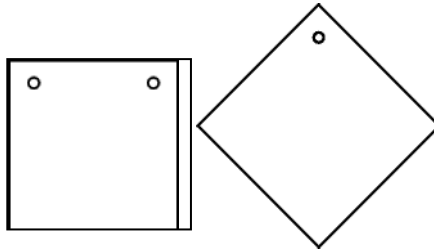
The following examples are to be used as a guide only and each range will have their own designated rules around hard target usage.

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



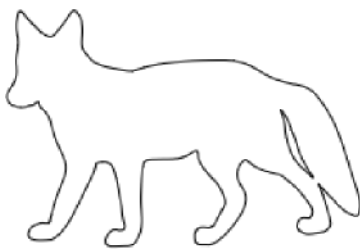
Square or Diamond

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



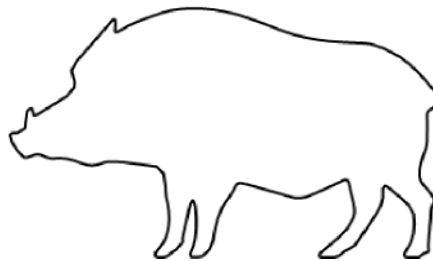
Circle

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

APPENDIX 1: SUPPLEMENTARY EVENTS

Precision Rifle discipline Supplementary Events can be run for 22LR and military surplus rifles. Both 22LRr and Military Rifle events are to be run the same 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

There is only Open Division for 22LR.

It is recommended:

- 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

. Rifles must be as issued, without telescopic sights or target aperture sights, and the use of stripper clips are advised.

It is recommended:

- Keep 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. 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.