

GENERAL NOTES

Have a copy of the match program. Note any changes and notify all competitors before the match begins.

A string of fire (10 shots) is part of a match. Ex: 2 strings of 10 shots for the 200 yard rapid make a match for the Regional Match Course.

A stage of fire is part of a course of fire. Ex: 200 yard standing, is a stage of the National Match Course (EIC), or 600 yard stage of fire is part of the Regional Match Course aggregate.

A match is part of a total aggregate. Ex: 300 yard rapid fire match is part of the Regional Match Course aggregate.

An aggregate is the total of all matches or stages fired, according to the match program. Ex: The total aggregate of all matches will be the champion/overall winner. The total of matches 1 and 4 (slow fire) may be a separate aggregate. (review match bulletin)

The NRA **Regional** Match Course of fire is 80 or 100 shots, usually with sighters. Total agg is 800 or 1000 points. Each stage of fire is it's own match. At Butner, we normally shoot the 80 shot course with sighters, total of 88 shots.

The NRA or CMP **National** Match Course of fire is 50 shots, with or without sighters. Total agg is 500 points. At Butner, we only shoot this course for the EIC matches without sighters. Each stage of fire is part of the total. (No separate matches)

The Palma Course is 15 shots fired from 800, 900 & 1000 yards (see match bulletin for number of sighters and time limits). Total of 45 shots.

Time limits for slow fire are 1 minute per shot out to 600 yards. Any matches beyond 600 yards have a time limit of 1-1/2 minute per shot. Exception is 1000 yards with unlimited sighters which has a time limit of 30 minutes.

Remind scorers to pay attention to shooter during rapid fire and count the rounds fired. The command "scopes away" is per rule 14.3.1(b)

The signal from the pits that they are ready to accept shots (begin stage/string) is the targets being at half mast. Whenever possible, remind the pits to get to half mast to keep the match moving.

When possible, let the pullers know when their shooter is done with slow fire to allow for repair (new face) to help speed up the match. Remind pits to keep all targets in the air until time has expired or the line has completed firing. (Reface and put back up)