

## Slow Fire Range Commands (200/600/800/900/1000 yds)

1. Relay \_\_\_\_\_ Match \_\_\_\_\_ take your position on the firing line.
  - Your prep period will start in 2-minutes.
  - Rely \_\_\_\_\_ take your position as scorer. **(Give 2-minutes before next command)**
2. Your prep period will begin when your targets appear. **(Give 3-minutes for prep)**
3. The prep period has ended. This match or string of fire will be 2-sighters and 20 shots for record in a time limit of 22 minutes, with 1- round load.....
  - Is the firing line ready?
  - Ready on the right/ready on the left? **(CHECK)**
  - The firing line is /is not ready.
  - Your time begins and you may fire when your targets appear. **(Give 22 minutes)**
4. (When firing is complete or at end of 22 minutes). **(USE A or B BELOW)**
  - A. Is all firing complete on the right/left?
    - All firing is completed.
    - Cease fire, insert Empty Chamber Indicator (ECI).
    - Is the firing line clear? **(CHECK)**
    - The firing line is clear.
    - Relay \_\_\_\_\_ remove all of your equipment from the firing point and police brass and trash.
  - B. Cease fire:
    - Time has expired.
    - Has additional time been authorized on the right/left?
    - Those targets authorized additional time, your time begins when your target appears
    - All others, clear your rifles, insert ECI, remove equipment from firing point. Repeat above for those authorized additional firing time. Give brass and police period for all.
    - Relay \_\_\_\_\_ you may take your position on the firing line.
    - Your brass police period has ended, return behind the firing line.

**Note: Go back to #1 for the next relay.**

**Note: Following are changes for Long Range and Palma matches.**

- 1000 yd Long Range match - Unlimited sighters and 20 shots for record in 30 minutes.
- Palma matches: 800 yds - Unlimited sighters and 15 shots for record in 22 minutes  
900/1000 yds - 2 sighters, 15 shots for record in 22 minutes

**NOTE: SEE CHAP 10 IN THE HIGHPOWER RULE BOOK FOR FULL RANGE COMMAND WRITE UP W/THE IN BETWEEN COMMAND INSTRUCTIONS. NRA HIGHPOWER RULE BOOK LINK IS POSTED NSSC WEBPAGE.**

## Rapid Fire Matches 200/300

1. Relay \_\_\_\_ Match \_\_\_\_ take your position on the firing line.
  - Your prep period will start in 2-minutes.
  - Rely \_\_\_\_ take your position as scorer. **(Give 2-minutes before next command)**
2. Your prep period will begin when your targets appear. **(Give 3-minutes for prep)**
3. The prep period has ended. You will now have a sighter period of 2-minutes for 2-slow fire sighters, with 1-round load.
  - Is the firing line ready? **(Note: CHECK right/left)**
  - The firing line is ready/is not ready. **(Note: When ready go to next command)**
  - Your time begins and you may fire when your targets appear. **(Targets up for 2-minutes)**
4. Cease fire, unload, your sighter period has ended. Your next string of fire will be rapid fire (sitting/kneeling/prone); 10 shots fired in a time limit of \_\_\_\_ seconds. **(60" sitting/70" prone).**
  - Shooters standby. **(Note: Ensure all targets are at half mast, key radio so the pits can hear the following commands)**
  - Is the line ready? **(Note: CHECK right/left)** Not ready on target \_\_\_\_\_  
**(Note: Not ready persons, move to alibi relay)**
  - Ready on the right **(3 sec pause)**, ready on the left **(3 Sec pause)**, ready on the firing line.  
**(Note: Run targets up within 5 seconds of the ready on the firing line.)**
5. Cease fire, remain in position until the line is cleared,
  - Are there alibis or saved rounds on the right? **(CHECK) (Pass info to pits)**
  - Alibis or saved rounds on the left? **(CHECK) (Pass info to pits) (CHECK)**
  - Unload.
  - Is the line clear?
  - The line is clear.
  - Standby to receive scores and groups.

**(Note 1: Go to #6 if no alibis/saved rds) START HERE**

**(Note 2: If there are alibis/saved rounds see NRA Rule SEC 14.13 Notification of Competitors Excessive/Insufficient Hits) or (Highpower Rifle Rapid fire Scoring Guide).**

**After all targets w/completed scores are up and others are at half mast)**
6. Your 90 second challenge period has begun.
  - The challenge period has ended – except for targets under contention.
  - Except for targets under contention is scoring complete on the right? **(CHECK)**
  - Is scoring completed on the left? **(CHECK)**
  - Except for targets under contention all scoring is complete. **(Have pits pull them down, clean them up and run them up to half mast)**
7. For your second string of rapid fire (sitting/kneeling/prone); 10 shots fired in a time limit of \_\_\_\_ seconds **(60" sitting/70" prone)**; Shooters standby.
  - Is the line ready? **(Note: CHECK right/left)** Not ready on target \_\_\_\_\_  
**(Note: Not ready persons, move to alibi relay)**
  - Ready on the right **(3 sec pause)**, ready on the left **(3 Sec pause)**, ready on the firing line.  
**(Note: Run targets up within 5 seconds of the ready on the firing line.)**

**8. Cease fire, remain in position until the line is cleared,**

- Are there alibis or saved rounds on the right? **(CHECK) (Pass info to pits)**
- Alibis or saved rounds on the left? **(CHECK) (Pass info to pits)**
- Unload.
- Place the Empty Chamber Indicator (ECI) in your rifle.
- Is the line clear? **(Ensure ECIs are inserted)**
- The line is clear.
- You will now move out of position.
- Standby to receive scores and groups. **(Note: You can begin brass police)**

**(Note: Go to #9 if no alibis/saved rounds see NRA Rule SEC 14.13 Notification of Competitors Excessive/Insufficient Hits) or (Highpower Rifle Rapid fire Scoring Guide)**

**After all targets w/completed scores are up and others are at half mast)**

- Your 90 second challenge period has begun.
- The challenge period has ended – except for targets under contention.
- Except for targets under contention is scoring complete on the right? **(CHECK)**
- Is scoring completed on the left? **(CHECK)**
- Except for targets under contention all scoring is complete. **(Have pits pull them down,**

**clean them up and run them up to half mast)**

**(Note: If an alibi relay is required run a 3<sup>rd</sup> string of fire same as above after scores have been accepted)**

- Police brass and trash if not already done so.
- Your brass police has ended.
- All personnel return behind the firing line

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