

SERVICE RIFLE MATCHES - 18th Battalion Memorial Rifle Club Inc.

Match 1

| | | | |
|------------------------------|-------------|------------------------------|---------------------------------------|
| 2+10 App 100m, 200m, 300m | Single Snap | Fig 11 22 rounds required | 10 x 4 sec exp Scoring Rings to count |
|------------------------------|-------------|------------------------------|---------------------------------------|

Match 2

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|------------------------------|-------------|------------------------------|--------------------------------------------------------------|
| 2+10 App 100m, 200m, 300m | Double Snap | Fig 11 22 rounds required | 5 x 8 sec exp Scoring Rings to count Sighters convertible |
|------------------------------|-------------|------------------------------|--------------------------------------------------------------|

Match 3

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|------------------------------|-------------|------------------------------|---------------------------------------|
| 2+10 App 100m, 200m, 300m | Single Snap | Fig 12 22 rounds required | 10 x 4 sec exp Scoring Rings to count |
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Match 4

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|------------------------------|-------------|------------------------------|--------------------------------------|
| 2+10 App 100m, 200m, 300m | Double Snap | Fig 12 22 rounds required | 5 x 8 sec exp Scoring Rings to count |
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Match 5

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| 2+10 App 100m, 200m, 300m | Rapid | 4ft target 22 rounds required | 1 x 50 sec exp 2, 3, 4, 5, V hits Max Score 50.10 |
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Match 6

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|------------------------------|-------|------------------------------|---------------------------------------|
| 2+10 App 100m, 200m, 300m | Rapid | Fig 12 22 rounds required | 1 x 50 sec exp Scoring Rings to count |
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Match 7

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|------------------------------|-------|------------------------------|---------------------------------------|
| 2+10 App 100m, 200m, 300m | Rapid | Fig 11 22 rounds required | 1 x 50 sec exp Scoring Rings to count |
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Match 8

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| 2+10 | Rapid (Sighters ntc*) | Fig 11 | 1 x 60 sec exp - 5 / 4 points a hit |
| 2+10 | Single Snap (S ntc*) | Fig 12 | 10 x 4 sec exp - 5 / 4 points a hit |
| 100m, 200m | | 24 rounds required | Max Score 100 |

Match 9 - The "B" Coy Trophy

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| 2+15 App 300m, 400m, 500m, 600m, 700m, 800m | Standard Fullbore targetSighters | convertible 17 rounds required | Max Score 75.15 |
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Match 10 - The .303 Match

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| 2+14 App Fullbore Rules Apply 300m, 400m, 500m, 600m, 700m, 800m | Standard Fullbore targetSighters | convertible 16 rounds required | Max score 70.14 |
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Match 11 - Visitors Match

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| 2+8 App 200m Prone | 4 Foot Target | Sighters convertible 10 rounds required | Max score 40.8 |
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Match 12 - Club Match

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| 2+15 App 200m Prone | 4 Foot Target | Sighters convertible 17 rounds required | Max Score 75.15 |
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Match 13 - Enfield Mauser - 3 Minute Challenge

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| 2+10 App | 4 Foot target | Sighters spotted ntc* | 125 seconds - 5 round mandatory reload |
| 1 x 5 | Rapid | 4 Foot target | 1 x 35 sec - closed bolt, load on exposure |
| 1 x 5 | Single Snap | 4 Foot target | 5 x 4 sec - reload at end of Rapid |
| 200m, 300m, 500m Prone | 22 rounds + 3 charger clips required | | Max Score 100.20 |

NB: Sighters count from first target strike

*ntc - not to count

MILITARY - Refer Chapter 16 - Standard Shooting Rules

PRINCESS LOUISA MILITARY MATCH

300m Prone.

4 ft Target:- 2 sighters and 10 shots followed by 1 exposure
of 50 seconds for 10 shots **(22 rounds)**

200m Sitting or Kneeling

Fig 11 Target:- 2 sighters then 10 exposures of 7 seconds

2 shots each exposures (pause for reload) **(22 rounds)**

100m Standing

Fig 12 Target:- 10 exposures of 3 seconds, 1 shot each exposure

Starts with 5 rounds loaded then pause for reload **(10 rounds)**

TOTAL ROUNDS REQUIRED 54