PURPOSE:

The purpose of this match is to hone and test time constrained wind reading skills in a safe and competitive environment, and to prepare for the ELR 22LR Challenge held in Montana each summer.

Every shooter should practice at Rose Iris and be able to reliably place hits on the 200, 300, and 400 yard steel gongs before they go to one of these ELR matches.

Because of the High Power range construct the shooter may or may not be able to get visual feedback on the impact of the shots during the match. At Rose Iris the steel gongs are surrounded by dirt and usually do give the shooter that visual feedback needed to correct and fine tune dope settings.

PLEASE do not come to one of these ELR matches if you do not have tested, reliable dope for your rifle, or if you have not practiced and demonstrated the ability to produce hits reliably on the 200, 300 and 400 yard gongs at Rose Iris.

DATE(S):

3-15-2020

4-10-2020

5-2-2020

6-20-2020

7-25-2020

8-22-2020

TIMING:

ELR Matches will immediately follow the 100-200 Yard .22 Long Rifle Smallbore Matches. Approximate start time 11:30.

LOCATION:

High Power Range, Rattlesnake Mountain Shooting Facility.

RULES:

Targets will be 12" X 12" square steel targets, no closer than nominally 200 yards.

No rail guns or bolt down shooting systems, all rifles must be shoulder fired in a safe manner from any position the shooter chooses.

Any type of mechanical, tripod, or bipod front rest is permitted. Shooters may have one rear bag to support the rear of the stock. No other rear supports permitted.

Shooters will shoot alone with no spotter or coach, from June through the end of the season. For the April and May matches only, coaching or spotting for a shooter is permitted, and encouraged, however the time limit for firing will not be extended.

Order of shooting for each stage will be assigned through a random draw.

Shooters should bring a good quality spotting scope, one shooter will be drafted to assist the Match Director in spotting and calling impacts when not shooting. The Match Director will call hits after each shot for everyone to hear.

Impacts on target must be direct hits, skip shots or ricochets will not be scored.

Rifles will remain cased or have empty chamber indicators in place at ALL times when they are not being fired when the range is active. When the range is made safe, all rifles must be cased or if not cased, must be in the shooter's vehicle, with empty chamber indicators in place.

SAFETY:

- **Eye Protection** All Shooters and other personnel in the immediate vicinity of the range are required to wear eye protection.
- **Ear Protection** All Shooters and other personnel in the immediate vicinity of the range are required to wear hearing protection. This requirement may be reduced to optional by the Match Director, if, and only if, ALL shooters use subsonic match 22LR ammunition.
- Empty Chamber Indicator (ECI) A smallbore ECI is required to indicate that the chamber is empty. ECIs will be in each firearm at all times and will only be removed during the firing period, and must be reinserted immediately after firing is completed or any time a CEASE FIRE is called.

FIREARMS:

.22 Long Rifle caliber rifles only.

POSITION:

Shooters may fire from any of the following shooting positions they desire: offhand, kneeling, sitting, or prone.

Those who find it difficult to get into or out of any other shooting position, may use shooting benches, but all other rules apply. Shooters must provide their own benches. Shooting benches must be safe and stable, the match director may disqualify any shooter for shooting from any bench or shooting position that is deemed unsafe.

AMMUNITION:

22 Long Rifle rimfire cartridges only, commercially catalogued. Magnums, other rimfire calibers, or necked down cartridges are NOT permitted.

Tracer, incendiary or explosive bullets are specifically excluded.

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COURSE OF FIRE AND TARGETS:

The steel targets will be located atop the berm in front of the pits.

Firing will begin on the 200 yard line. Once all shooters have taken their turn on the 200 yard line, the range will be made safe and all shooters will move back to the 300 yard line, and so forth until the match is complete.

No one will be forward of the active firing line, or in the pits when the range is active.

Firing distances will be nominally 200, 300, 400, 500, and 600 yards, slightly less as targets will be a few feet in front of the existing target carriers.

One, and only one shooter will fire at a time on their assigned target.

Each shooter will have up to 5 shots in a 3 minutes time limit to hit their assigned target at each range.

Once the shooter has three hits on any target, they will stop shooting and wait for the rest of the shooters to complete. If the shooter does not have any hits with five attempts on a target distance, they are out of the competition and cannot shoot longer distances.

When the first shooter in each stage has all their equipment on the line and is ready, they will be given a 5 minute prep period to read the wind and make dope adjustments prior to firing.

Subsequent shooters are expected to have their equipment on the line, be ready, and read the wind while the previous shooter is shooting and should be prepared to begin shooting with minimal delay from the completion of the previous shooter.

Each shooter will have 3 minutes total to complete firing up to 5 shots at each distance. Time will begin on the Match Director's command.

When all the available targets have been fired on, the range will be made safe, and the Match Director will go to each target in person to confirm the hit count visually and repaint the target face for the next shooter. Each shooter will have freshly painted target faces when they begin shooting.

For example, if we have 4 targets available, the first four shooters will each complete their individual 5 attempts in a 3 minute period in sequence, one shooter at a time.

The range will be made safe, and the match director will inspect and repaint the targets. The shooters may also want to accompany the match director to inspect their own targets. However they need to be prompt to prevent excessive delays in completing the match.

If we have more than 4 shooters, then the next batch of shooters will complete their 200 yard turns in sequence, one at a time, and so forth until all shooters have completed their turns at 200. Each shooter will have a visual confirmation of hits on their target and each will start with a freshly painted target to make it easy to spot hits on their target.

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When all shooters have individually completed the 200 yard distance, firing one at a time, there will be a short break while all shooters move to the 300 yard line. Shooters who have completed their 200 yard firing can move back to 300 individually, but if they do so, rifles must either remain secured in cases or left in the shooter's vehicle. Shooters may ONLY handle firearms when instructed to do so by the match director.

The match will proceed in kind until all shooters have been eliminated or all firing at 600 yards is complete, as time permits.

All time periods will begin on the Match Directors command, and a large display digital timer will keep the official time.

A maximum of three hits will be scored at each distance.

SCORING:

Scoring will be on a points system as follows:

Nominal Distance	200 yards				300 yards				400 yards					500 yards				600 yards							
Attempt	1st	2nd	3rd	4th	5th	1st	2nd	3rd	4th	5th	1st	2nd	3rd	4th	5th	1st	2nd	3rd	4th	5th	1st	2nd	3rd	4th	5th
Points for hit	5	4	3	2	1	10	9	8	7	6	15	14	13	12	11	20	19	18	17	16	25	24	23	22	21

WEATHER:

As this match is extended long range with 22LR rifles only, wind and/or precipitation will have a significant effect. If sustained winds of 15 mph or greater or inclement weather are forecast for more than half the morning of the match, the match may be cancelled at the Match Director's discretion. The Match Director will meet shooters at the main gate if the match is cancelled. The Match Director will wait there only until 08:30, those arriving late for check in will be on their own to determine if the match was cancelled

OPEN TO:

Member of TCSA and visitors. Juniors are encouraged to participate. No advanced registration.

ENTRY FEE:

\$10 for adults, juniors and active duty military shoot free. No prize money will be awarded. All proceeds will go to the TCSA HighPower Discipline. If the shooter competes in the 100/200 there is no additional fee.

ENTRY LIMIT:

A maximum of eight shooters will be permitted, based on time limits. Entries will be accepted on a first come first served basis.

Even though this match does not have a high round count per shooter, it will take longer than normal club level smallbore matches. Shooters should come prepared for that with drinking water and snacks if required.

FOR MORE INFORMATION:

Contact: Charles Bonham (509) 842-0663 or e-mail to Charlie@1825richland.com

HELPFUL INFORMATION:

The following two tables, derived from JBM Ballistics on line ballistics calculator, show the effects of distance, wind, and muzzle velocity on the external ballistics of Eley Tenex ammunition as an example, to help guide shooters. Note both sides of the table are identical except the right side is only 4 fps slower muzzle velocity.

Eley TENEX EPS													
		1072 fps				1068 fps							
	10	mph cross v	wind			10 mph cross wind							
		50 yard zero)		-	50 yard zero							
Range	Drop	Drop	Windage	e Windage		Range	Drop	Drop	Windage	Windage			
(yd)	(in)	(MOA)	(in)	(MOA)		(yd)	(in)	(MOA)	(in)	(MOA)			
50	0	0	1	2		50	0	0	1	2			
100	-7	-7	4	3 3/4		100	-7	-7	4	3 3/4			
150	-25	-15 3/4	8	5 1/4		150	-25	-15 3/4	8	5 1/4			
200	-53	-25 2/4	15	7		200	-53	-25 2/4	14	7			
250	-94	-36	22	8 2/4		250	-95	-36	22	8 2/4			
300	-149	-47 1/4	31	10		300	-149	-47 2/4	31	10			
350	-218	-59 2/4	42	11 2/4		350	-219	-59 3/4	42	11 2/4			
400	-304	-72 2/4	55	13		400	-305	-73	55	13			
450	-408	-86 2/4	69	14 2/4		450	-410	-87	69	14 2/4			
500	-531	-101 2/4	85	16 1/4		500	-534	-102	85	16			
550	-676	-117 2/4	103	17 3/4		550	-679	-118	102	17 3/4			
600	-844	-134 2/4	122	19 2/4		600	-848	-135	122	19 2/4			