

INTERNATIONAL BIG GAME RIFLE MEET
1 SEPTEMBER 2012

Range 1

Double Rifle Event.

8x shots in total:

- 2x2 shots at a static target, 25 metres;
- 4x shots at a static target, 50 metres.

Whole event to be shot against time.

All shots to be taken off-hand.

Scoped double rifles - 1 second penalty.

Calibre .366 and .375 double rifles - 2 second penalty.

Larger than .375 but under .450 - 1 second penalty.

.450 and over - no penalty.

Range 2

Big Bore Bolt-Action Event.

6x shots in total:

- 2x2 shots at static targets – 25 metres – compulsory reload in-between;
- 2x shots at moving target – “on report”.

Whole event to be shot against time.

All shots to be taken off-hand.

Scoped rifles – 1 second penalty.

.366 & .375 rifles – 2 second penalty.

Larger than .375 but under .450 – 1 second penalty.

Range 3

6x shots in total:

- 3x shots at static target - 100 metres - from shooting sticks – compulsory reload in-between;
- Shooter runs forward;
- 3x shots at static target – 50 metres – off-hand.

Whole event to be shot against time.

All rifle types from .366 up. Scoped rifles allowed.

Range 4

6x shots in total:

- 2x2 shots at static targets – 25 metres – off-hand – compulsory reload in-between;
- 2x shots at moving target – “on report”.

All shots to be taken off-hand.

All rifle types from .366 up. Scoped rifles allowed.

Range 5

6x shots in total:

- 3x shots - 100 metres – shooting sticks – 90 seconds;
- 3x shots – 50 metres – off-hand – 30 seconds.

Open-sighted rifles ONLY in calibres between .264 and .375.

Range 6

25x clays, double-barrelled shotguns only.

GENERAL:

Squads of 3 shooters may be scored together.

The 4 best scores for any individual on the day to count towards overall winner.