

Central Indiana High Power
Vintage and Modern Sniper Rifle Match

Dates: October 18th

Location: Camp Atterbury, Indiana

Rules: Current NRA High Power rules apply unless otherwise stated

Eligibility: Open

Classification: There will be two divisions Civilian and Trained LEO/Military

Fees: \$25 for CIHPRS members, \$35.00 for non-members

Entries: Pre-registration will be available via the website. Walk up registration will be conducted at the Parking lot across from range control for an extra \$10 fee starting at 8am. Match director reserves the right to modify match program at any time until firing begins.

Match Schedule: Roll Call at 830am, Pits will seal at 8:50am, Firing will commence at 900am

Sight in Period- Each competitor will have 5 minutes at 200 yards for unlimited sighters that will be pulled and marked.

Match 1 200 yard movers: The competitor will engage 4 targets that will be visible for 30 seconds. Targets will alternate from left to right and right to left. During each 30 second exposure the competitor will have up to 3 attempts to engage the target. Upon a hit the target will be pulled.

Sight in Period 2- A 5 minute block time sight in period for both shooters at 300 yards for unlimited sighters that will be pulled and marked.

Match 2 300 yard stationary: The competitor will have 10 20 second exposures in which to execute a single shot on each exposure. After the 20 second period the target will be lowered for 20 seconds before being raised again.. On the following exposure the previous shot value will be displayed.

Match 3 300 yard movers: Same as Match 1 accept shot at 300 yards

Sight in Period 3- A 5 minute block time sight in period for both shooters at 600 yards for unlimited sighters that will be pulled and marked.

Match 4 600 yard stationary: Same as Match 2 however shot at 600 yards.

Match 5 600 yard movers: Same as Match 1 however shot at 600 yards.

Rifle Classifications:

Vintage- Any Rifle that is specified as a Vintage sniper Rifle as per CMP rules

Service- Any US Military Rifle that is in current military service or that does not classify as a Vintage Sniper. Rifle must be of .223 Rem or .308 Win cartridges. They includes the following.

M-16 and civilian Variants

M-4 Carbine and civilian Variants

M-14/M-21/M-25 and civilian Variants

M-110/SR-25 and civilian Variants

M-40/-40A3 and civilian Variants

M-24 and civilian Variants (.308 only)

NOTE Mk13's or M-24s chambered in 300 Win Mag must compete in the open class

Open- Any rifle that does not me Vintage or Service designation.

Sights: Vintage rifles must have optical sights as specified by CMP rules. Service and Open rifles may shoot with either optical or metallic sights.

Ammunition: NRA Rules 3.17 a&b furnished by the competitor.

Targets: SR-3 for 200yd sight in and 300yd stationary. MR-1 for 600 yard stationary. Silhouette stick targets for 200/300/600 yard movers

Vintage Class and Iron Sight Service rifles: SR-3 for 200yd sight in and 300yd stationary. MR-1 for 600 yard stationary. Silhouette stick targets for 200/300/600 yard movers

Service Rifle: SR-42 for 200yd sight in and 300yd stationary. MR-65 for 600 yard stationary. Silhouette stick targets for 200/300/600 yard movers

Open Class: MR-63F for 200yd sight in and 300yd stationary. MR-1FC for 600 yard stationary. Silhouette stick targets for 200/300/600 yard movers

Scoring: Competitors will pull targets and score for other relays. On stationary targets shooter will receive point value of hit as designated by the target. On moving targets shooter will receive 10 points for a 1st shot hit, 6 points for a 2nd shot hit, 2 points for a 3rd shot hit. Any head shot is worth 15 points. The total points for the moving stage will be multiplied by the following multiplier and the total will be awarded for that stage.

200yds: 1.00

300yds: 1.50

600yds: 2.00

Only 1 shot per exposure will be used in scoring.

Spotting: The scorer will act as a spotter for the shooter and may give wind calls.