

# Match Bulletin NFGA X – OUT Games

Match dates: 5/23 6/6 6/13 6/27 7/11 7/18 8/15 7pm start time 6pm check in opens

\$5.00/entry, winner gets 50% of entry fees collected, 50% goes to range for event.

The actual target face will be an MR1, so that visually a Palma shooter would be at home. The ShotMarker will be used to reduce the target face for scoring.

6 shooters per target

6 relays

unlimited sighters until 5 minutes before start time.

20 second shoot clock/shooter

1 point X or 10, shoot a 9 ends your relay and first out becomes the official scorer for the remainder of the relay

Any Rifle and optics, bipod and rear bag or sling, no front or rear rest.

Relay Firing order:

First shoot of the relay starts the clock

First shot MR1 Left to right shooters

Second shot MR1 Right to left shooters

Third shot MR1 -FC Left to right shooters

Forth shot MR1 -FC Right to left shooters

fifth shot MR 65FC Left to right shooters

Sixth shot MR 65FC Right to left shooters

All remaining shots MR 63

The starting shooter will have 60 seconds to fire the starting round of the relay. Each following shooter will have 20 seconds to record a shot.

After all shooters on the shooting position have fired shots, the line will hold for target change and shooting will commence on the new target.

A non recorded shot will be addressed by an immediate follow up shot by the same shooter. The shooter will have 60 seconds to make the shot.

If the next shoot failed to record, the shooter will standby for the next shooters. Should the next shooters shot record, the shooter with shots that failed to record, will score a 9.

If the failure to record continues to next shooter, a range alibi will be applied when the issue is resolved. After 6 relays the shooter with the highest score wins, X count to break ties, most X's in a row if needed and so on.

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