

SECTION E – SHOOTING RULES - SHOOTING PROCEDURE - TEAMS MATCHES
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The following Rules have been collated from the various sections of the 'Shooting Rules and Regulations' to combine appropriate Rules pertaining to team shooting in one section.

They are still contained separately in the appropriate sections of the book from which they were collated.

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Time Limits

4.3.1 **Time Limits.** All teams matches will be fired under the overall time limit principle, calculated as minutes per team member on the following basis:

Range	7 shots	10 shots	15 shots
300 yards	8 min	11 min	16 min
500 yards	8 min	11 min	16 min
600 yards	9 min	14 min	21 min
800 yards	11 min	15 min	23 min
900 yards	11 min	15 min	23 min
1000 yards	11 min	15 min	23 min

4.3.2 **Enforcement.** Time limits are to be controlled from the butts. Targets will be lowered at the end of the time allowed.

4.3.3 **Extensions Of Time.** Team captains may apply to the Range Officer for an extension of time if there are extenuating circumstances, eg., slow marking, target breakdown, etc. It shall be incumbent on the Team Captain to bring any such delay to the attention of the Chief Range Officer or his deputy immediately it occurs.

CHANGING RIFLES

21.2 **Coached Teams Competition.** Rifles used during coached teams competition may be replaced on the firing point at any time.

COACHED TEAMS EVENTS

22.2 **Teams Competition.** Members of each team will be permitted to 'coach' or 'spot' for each other.

22.3 **Definition of 'Coach'.** A 'coach' is defined as the captain, or any person appointed by the captain, who is a member of the unit or club furnishing the team. The 'coach' may give all assistance he can to any member of the team with wind judgement, elevation setting and spotting. The 'coach' is not to plumb the rifle by looking over the shoulder of the competitor.

22.4 **Sight Adjustment.** The coach may alter the sights of the firers in the team.

22.5 **Targets Allocated to Team.** Teams are only to fire at the targets to which they are allocated. However, they may fire on those allocated in whatever order the captain sees fit. Team members may fire on more than one target provided that the captain has first notified the Chief Range Officer, or deputy, of the intention to do so.

- 22.6 Team members may complete a shoot in one or more visits to the mound, provided that each member fires only the number of shots allowed in the match.

TIES

- 23.1 **Definition.** A tie occurs when the aggregate scores of two or more competitors or teams in one and the same competition are equal, central bullseyes included. Central bullseyes are to be considered superior in value to ordinary bullseyes.

SHOOT-OFFs

- 24.1 **Value of Central Bullseyes.** In all shoot-offs, central bullseyes are to be considered superior in value to ordinary bullseyes.
- 25.3 **Teams Competition.** In the event of a tie and after the count back system has been applied, shoot-offs will be conducted as follows:
 - 25.3.1 Each Team Captain is to nominate a member of the team to represent it. One non-scoring sighter followed by five counting shots are to be fired from the longest applicable range.