

TEAM BATTLE MATCH

COURSE OF FIRE

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Preamble: This course of fire is to test and build on the ability of shooters to communicate, work as a team and achieve the best possible result under pressure. The course of fire is taken from an established international team event and modified to suit bolt action rifles, conserve ammunition while keeping the rapid style flavour, and retain the match enjoyment.

MATCH OUTLINE:

Distance	Position	Shooters	Targets	Time	Rounds	Coaches
300m	Prone U/S	1 & 2, 3 & 4	4x Fig 11	60 sec	120 Team	3 & 4, 1 & 2
200m	Sitting U/S	1 & 2, 3 & 4	4x Fig 11	60 sec	Total.	3 & 4, 1 & 2

GROUPS: Each team of 4 shooters is broken into 2 pairs – pair A and pair B. 2 shooters of pair A will shoot 300m, then shoot 200m back to back while pair B coach. After pair A has completed the course, Pairs will swap in roles. Each team decides the pairings, firing orders, strategies, etc.

COACHING: While each pair shoots, the other pair may coach. The use of optical aids by coaches is permitted. During the course, coaches may assist either shooter by any means possible, without actually shooting (ie. distributing ammo, calling fall of shots, giving time calls, making sight adjustments, etc). Coaches are also safety officers.

AMMUNITION: Each team of 4 shooters will present, before that team begins the course, a total of 120 rounds. No other ammunition for that team must be available, and the team should be quarantined from acquiring additional ammunition. The 120 rounds may be distributed amongst the team at their discretion.

SHARING: Teams may share ALL equipment – ammo, rifles, spotting devices, etc.

ALIBIS: No shooter Alibis are allowed (shooters may share ammo, and shoot on any or all targets). Coaches may help clear jams, etc. Under no circumstances must a rifle be shot that is unsafe, or in an unsafe condition. Range Alibis apply as normal.

TARGETS: 4 targets per pair. The Fig 11 target is recommended, however any type of target may be used as long as the same target is used for all firers. It is expected that the aiming mark be clearly visible from the 300m line for the average shooter.

The targets may appear on any number of frames (eg. 4x Fig 11 on 4 frames, or 2x Fig 22 on 2 frames), but spacings should be considered reasonable by the average experienced shooter.

Targets will be visible before the match begins - during squadding and the 2 minute warming. Targets will be pulled with the “Load and be ready” command.

Targets will appear for each string from the fully down in the pits position (not from half mast).

SAFETY: First, last and always.

COURSE:

- **4-shooter teams** will gather behind the **300m mound**.
- Each 4 team members will have a maximum of 120 rounds (team total) (to be certified) and all the shooting and coaching equipment needed for all 4 team members to complete the course. Once the team ammunition quantity is certified by an RO, or delegate, the team is quarantined, and may not leave the firing line to gather further equipment.
- There are NO sighters through the whole course.

300m:

- Shooters will be given a 2 minutes warning to gather behind the firing point.
- ECI's should be in the rifles. Bolts may also be in the rifles but action open.
- Team members must be standing behind the firing point before the match begins.
- The command "**load and be ready**" will be given, signalling targets will appear in approximately **20 seconds**.
- Shooters may adopt the firing position on the firing line, remove the Empty Chamber Indicator, then load and be ready to fire (instant), waiting for targets to appear. Coaches may take position behind the shooter.
- When targets appear, shooters may engage targets with as many rounds they choose out of the 120 team total, within the exposure period. **At least 1 mandator reload must be performed during the exposure.**
- When time expires, targets will turn off (be pulled into pits or cease fire command given), and rifles must be cleared then have an ECI inserted. Any remaining/unfired rounds may be fired at 200m, or by the next pair, or be forfeited.
- All rifles must have an **ECI inserted** before the firing line is clear.
- A firers view will be given and scores will be relayed from the pits to team coaches (not the shooter). Teams may choose to record scores if they wish.
- When scoring is complete, the "**proceed down range**" command is given. Shooters and coaches will have **2 minutes** to move down range carrying all their equipment to the 200m line. All shooting and coaching equipment from the 300m line, used or unused, must be taken to the 200m line (all team members may assist each other). Any equipment left behind incurs a penalty.

200m:

- After the 2 minutes has expired, the command "**load and be ready**" will be given signalling targets will appear in approximately **20 seconds**. Shooters may run to the line, if not already there. Shooters on the firing line may adopt the firing position, remove the Empty Chamber Indicator, then load and be ready to fire (instant), waiting for targets to appear.
- Shooters engage targets with all remaining number of rounds, but **MUST** perform at least 1 reload during the exposure.

- When time expires, targets will turn off (be pulled into pits or cease fire command given), and rifles must be cleared then have ECI's inserted. Any saved rounds may be fired by the next pair or forfeited. There is no opportunity for the final pair to fire off any saved rounds.
- All rifles must have an **ECI inserted** before the firing line is clear.
- A firers view will be given and scores will be relayed from the pits to team coaches (not the shooter). Teams may choose to record scores if they wish.

Change Over: To Alternate Pairs

- When scoring is complete, the “**retreat up range**” command is given. Shooters and coaches will have **2 minutes** to move up range carrying all their equipment to the 300m line. All shooting and coaching equipment from the 200m line, used or unused, must be taken to the 300m line (all team members may assist each other). Any equipment left behind incurs a penalty.
- Teams not back at the 300 mound within 2 minutes will incur a penalty. The teams at the 300 mound benefit by default.
- The next pair will then complete the above course.
- After the 2 minutes has expired, the command “**load and be ready**” will be given signalling targets will appear in approximately **20 seconds**. Shooters may run to the line, if not already there. Shooters on the firing line may adopt the firing position, remove the Empty Chamber Indicator, then load and be ready to fire (instant), waiting for targets to appear.

SCORING & SPOTTING:

- Before scoring: Count the number of hits on each target in the figure or aiming mark only BEFORE spotting the shots. The number of hits represents the target score (scoring rings are ignored).
- Squaring: An added score bonus is a value that represents the square of the number of targets that each have 5 or more hits.

Example: - if 3 of the 4 targets have 5 or more hits, then the bonus value is $3 \times 3 = 9$.
 - if only 2 targets have 5 hits or more, then bonus value is $2 \times 2 = 4$.

Scoring a string/phase:

eg.	Target 1	-	6 hits	(5 or more hits)
	Target 2	-	5 hits	(5 or more hits)
	Target 3	-	3 hits	(less than 5 hits)
	Target 4	-	4 hits	(less than 5 hits)

	Raw Score		18 hits	
	Bonus Squaring 2x2		4	

	Total Score		22	

- If no target has 5 or more hits, then there is no Bonus and raw score applies only.

- Penalties are applied after the squaring.
- Team/match score is represented as the addition total of scores from each 4 phases.
- A firers view will be given after all strings/stages.
- Scores will be recorded and radioed back to the firing line for each pair at each distance/phase. Coaches may record scores for team coaching/benefit.

PENALTIES:

- If a team leaves any equipment behind on any firing point, the team incurs a 10 point team penalty for every item. This does not include empty cases.
- Any shooter who fails to do a reload or mag change will incur a 10 point team penalty.
- Any team that does not retreat from the 200 to the 300 before the 2 minutes expires, after the command to return to the 300, that team incurs a 10 point penalty per late team member.
- Any shooter who engages any target not in the prescribed position or not per the prescribe course of fire has that phase for both shooters scored at zero.
- If any shooter does not have the ECI correctly in the rifle, except during firing, the whole team is disqualified from the remainder of the match.
- If any shooter attempts to load the rifle before instructed to do so, the whole team is disqualified from the remainder of the match.
- If any shooter attempts to fire a rifle in an unsafe condition, the whole team is disqualified from the remainder of the match.
- If any shooter loads and fires from outside the boundaries of the designated firing line, the whole team is disqualified from the rest of the match.

* * * End of Course * * *