

TCSA Marine Corps Birthday Match

"My rifle and myself know that what counts is not the rounds we fire, the noise of our bursts, nor the smoke we make. We know it is the hits that count. We will hit..."

From My Rifle, the creed of a United States Marine

Nov 10, 1775 is the United States Marine Corps Birthday. A match adapted from the NRA Infantry Team match format will be held on Friday, November 12, 2009 to commemorate the birthday of the Marine Corps.

DATE:

Friday, November 12, 2009, gathering time for orientation is 08:30, first shots down range at 09:00. Match will be held rain or shine.

LOCATION: Rattlesnake Mountain Shooting Facility, located 10 miles NW of Richland, WA. Access to the range is through the main gate on SR 225 (Horn Road) approximately 3 mi south of SR 240 and approximately 8.5 mi north of I-82 in Benton City. Facilities at the range are primitive. Lavatories are available (porta-potties) but there is no water. Please prepare accordingly.

OPEN TO: Any individual with a safe rifle of any style with any sighting system. Slings, or bipods, or sand bag type front supports may be used for the prone position. No rear supports allowed. Specialty shooting jackets and gloves are allowed but not required. Shooting mats may also be used. All shooters will be required to pull targets.

Course of Fire:

This match is all rapid fire. The same target will be used at all distances. A maximum of 60 shots will be fired by each shooter. The shooter will determine how many shots they wish to fire from each yardage within the time limit allotted (60 seconds at each line). No more than 8 rounds may be loaded in any single magazine (honor system). Magazines of larger capacity may be used, but a maximum of 8 rounds may be loaded into any single magazine.

600 yard line - Firing from the 600 yard line is prone rapid fire. A three-minute preparation period is given at the 600-yard firing line. Five (5) optional sighter shots can be fired, slow fire, each shot marked after it is shot. After all sighters have been fired, the targets will be lowered and repaired. After the sighter period ends, the command "Load and be ready" is given. The targets will then be raised. Shooters may start firing when targets appear. After 60 seconds the targets will be lowered and firing will cease. Targets will be scored and results displayed on the targets. The number of hits should be recorded by the shooter at the line. All rifles are unloaded, made safe, and chamber empty flags inserted, and once the entire range is safe, the match RO will release shooters to move to the 300 yard line. Once released, shooters can pack up and move their vehicles to the 300 yard line.

300 yard line – Firing from the 300 yard line is seated or kneeling rapid fire. When all shooters are in position, a 3 minute preparation time is given. After the 3 minute preparation time has ended, five (5) optional sighter shots can be fired, slow fire, each shot marked after it is shot. After all sighters have been fired, the targets will be lowered and repaired. After the sighters have been fired, the command “Load and be ready” is given. The targets will then be raised. Shooters may start firing when targets appear. After 60 seconds the targets will be lowered and firing will cease. Targets will be scored and results displayed on the targets. The number of hits should be recorded by the shooter at the line. All rifles are unloaded, made safe, and chamber empty flags inserted, and once the entire range is safe, the match RO will release shooters to move to the 200 yard line. Once released, shooters can pack up and move their vehicles to the 200 yard line.

200 yard line – Firing from the 200 yard line is standing (offhand) rapid fire. When all shooters are in position, a 3 minute preparation time is given. After the 3 minute preparation time has ended, five (5) optional sighter shots can be fired, slow fire, each shot marked after it is shot. After all sighters have been fired, the targets will be lowered and repaired. After the sighters have been fired, the command “Load and be ready” is given. The targets will then be raised. Shooters may start firing when targets appear. After 60 seconds the targets will be lowered and firing will cease. Targets will be scored and results displayed on the targets. The number of hits should be recorded by the shooter at the line. All rifles are unloaded, made safe, and chamber empty flags inserted, and once the range is safe, the match RO will release shooters to move to the pits, or to the range office to await results.

Scoring:

A maximum of fifty (60) rounds will be fired (honor system) for score. Shooters will determine the number of shots they wish to fire at each stage within the 60 seconds allotted, but no more than 60 rounds total may be fired for score. Firing time at each stage is 60 seconds; total firing time for all stages will be 180 seconds.

Points will be awarded for each hit in the black. Hits outside the black silhouette are not scored.

600 yards – 6 points per hit

300 yards – 3 points per hit

200 yards – 2 point per hit

Bonus points are awarded for grouping. At any single stage if 10 or more than 10 hits are scored, then the total number of points for that stage will be doubled.

Ties are broken by the highest score at the longest range. When a tie cannot be broken this way, the highest score at the next longest range is used, and so on.

No alibis are accepted for misfires, disabled firearms, or other failures of shooter’s equipment. Alibi strings may be authorized by the Match Director for range equipment or operation errors.

Ammunition may be commercial manufactured or hand loaded safe ammunition and will be provided by the competitor. Tracer, incendiary, or armor piercing ammunition is prohibited.

ENTRY FEES: \$10.00 each event. Juniors shoot for free.

AWARDS: Awards will be presented based on the total score. The match winner will receive a \$50 gift certificate donated by Two Brother's Tactical.

TARGET: The USMC "D" Target will be used at all stages of fire. Note: only hits in the black will be counted, no 4, 3, or 2 zones will appear on the target. The black scoring zone is 19 inches high and 26 inches wide. The same target is used at all distances.

