

ENEMY AT THE GATE

The purpose of this match is for people who enjoy shooting military rifles. There will be three (3) classes.

1. Any bolt action rifle that was used by any of the world militaries regular issue or any facsimile thereof that is made to military specifications. They will be equipped with iron sights only. They may have military slings and these may be used during the match.
2. Any semi-automatic action rifle that was used by world militaries in regular issue or any facsimile thereof that is made to military specification.
3. Any semi-auto carbine that was used by the world militaries in regular issue or any facsimile thereof that is made to military specifications. They will be equipped with iron sights only. They may have slings and these may be used during the match.

AMMUNITION

Military ammunition may be used. It may be hand loaded.

STAGES

One match will consist of four (4) stages. The shooter will fire five (5) rounds in five (5) minutes from each position.

1. Stage 1. The target will be at 25 yards. The shooter will stand and fire five (5) rounds from this position without supporting their body against any device (chair, uprights, table). They may use a sling if the rifle is so equipped.
2. Stage 2. The target will be set at 50 yards. The shooter will be seated at the shoot table in the number two position and the rifle will be fired from a rest provided. The sling may be used if the rifle is so equipped. The shooter will fire five (5) rounds from this position.
3. Stage 3. The target will be placed at 75 yards. The shooter will be seated at the table in the number three position and will be on a rest provided. The shooter will fire five (5) rounds from this position. If there is sufficient help at the match, a spotter will assist the shooter while firing from this position.
4. Stage 4. The target will be placed at 100 yards. The shooter will be seated at the table in the number four position and will be on a rest provided. The shooter will fire five (5) rounds from this position. If there is sufficient help at the match, a spotter will assist the shooter while firing from this position.

SCORING

The hits will be added up and the highest total will win the match. In case of a tie, the number of hits in the X ring will determine the winner.

MATCH

Shooters will be called to the line by the RO. They will come to the line with muzzles pointed up and down range, actions open or the actions locked back and the safety will be on. At the sound of the whistle, the shooters will fire their five (5) rounds in the five minute time limit. When finished, they will keep the muzzles up and pointed down range with actions open or locked

back, magazines empty or out if they are detachable. At the command, the shooters will retire their firearms to the rack provided and the range will be called cold, at which time the targets will either be moved to the next position or retired if the shooter is finished. At the end of each match, the winners will be announced and ribbons will be handed out.

Eye and ear protection must be worn at all times when the range is hot.

No special clothing.

National organization – none.

RULES OBSERVED TO FWGC-NRA

Special local rules and all FWGC Range Rules will be observed.

Match Director will appoint a Range Officer for each match. The Match Director may act as the Range Officer if he/she so chooses.

OVERALL SAFETY RULES

Spectators must wear eye gear protection and must remain clear of the firing line while the range is “hot.” Children must be supervised at all times.

FIREARM HANDLING

The entire range is a “Cold Range” unless deemed otherwise by the Range Safety Officer assigned to the match. This mean NO handling of firearms until a “Hot Range” is called by the Range Safety Officer. The Range Safety Officer may also call for a “Hot Range” to allow for cleaning of the guns between targets. Firearms are to remain unloaded with the bolts open between targets and while transporting from and to vehicles. While transporting, actions will be open and muzzles will be pointed up and down range. While at the bench, muzzles will be within a 170 degree cone related to placement of the targets and the berm.

FIREARM STORAGE

Firearms WILL be stored in the shooter’s vehicle when not in use.

LOADING AREAS

Firearm loading will be done at the bench when the range is “Hot.” Magazines may be loaded at the bench anytime.

SAFE AREAS

There is a dedicated area where any gun malfunctions or repairs may be dealt with. Firearm handling rules will be observed when transporting to and from the “Safe Area.”

MATCH INFORMATION

Prerequisites to training required. All new shooters will have basic safety rules explained to them before the match begins.

MATCH DIRECTOR

The Match Director is in charge and has the final word regarding issues of safety and competition.

SAFETY VIOLATIONS

Major

Accidental discharge will result in a match disqualification. A FWGC Incident Report will be prepared by the Match Director and submitted to the Chief Range Officer.

Minor

Handling of firearms while the range is "Cold" may result in relay disqualification.

Spectators are NOT allowed on the firing line when shooting is in progress. ALL FWGC RANGE RULES MUST BE OBSERVED.

INCIDENT REPORTS

Incident Reports will be filed on the Club provided form for all injuries and all match disqualifications.

FEES AND SIGN IN

\$5.00 for each gun entered

Registration at 11:00 AM

Shooting begins at 11:15 AM

EMERGENCY PROCEDURES

There is a telephone in the target shed which can be used to call 911. There is also a first aid kit in the shed. In the event of an emergency requiring the police, fire equipment or ambulance, the Match Director assistant will designate someone to tend the gate and direct emergency vehicles. A FWGC Incident Report will be completed and filed for all injuries.

PRACTICE

Practice will be accomplished using FWGC Range Rules.