

Assault/Battle Rifle Match

RULES: Official Rules for NFA Submachine Gun Competitions, Latest Edition **DESIGNER:** Michael D'Angelo

START POSITION: Competitor standing in Left or Right Start Box (competitor's choice) facing targets, gun at low ready.

STAGE PROCEDURE

Course is run left-to-right or vice versa at competitor's choice. Targets may only be engaged from respective firing boxes. Once shooter leaves box he cannot go back. Competitor engages all targets (except no-shoots) from Boxes 1 through 3, engaging targets within a box in any order. Paper targets in box 1 must have a minimum 8 points to neutralize. All Zombie targets must have a minimum 2 body shots and 2 headshots in the perforated/scoring area to neutralize. All steel must be hit once. Barricade in box 3 to be used for strong and weak shoulder shooting. Targets on the right will be shot from right shoulder and targets on the left from the left shoulder.

Firearms: Full Auto or Semi Auto rifles in center fire rifle caliber.
 Ex: M16/AR15, AK47, M1/M2 Carbine, M1 Garand, CETME/G3, FAL, FNC, Mini 14/AC556, SKS, M14/ M1A, etc.

SCORING

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TARGETS: 4 IPSC, 3 N/S, 2 lollypop, 14 bases, 5 zombie, 4 auto rest, 2 flash target, barricade, 2 bowling pins, 2 wood boxes, 2 clay
HITS SCORES: Head A=8, Body A=5, B=4, C=3, D=1
START-STOP: Audible – Last shot
PENALTIES: Not Hit. +10 secs.
 Procedural. +10 secs.
 No-shoot hit. +20 secs.
 DNF. Slowest time +30 secs.
 (Note: Course of fire subject to change without notice)

