

# Heavy Metal Plates and Poppers Submachine Gun Match (July 2011)

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

**START POSITION:** At competitor's choice, start in either far left or far right box facing targets. Firearm is placed on table unloaded. Magazines may be placed on table. Competitor starts with hands clasped behind back ("parade rest" position).

**STAGE PROCEDURE:** Range officer will place black or white paint can top in competitor's hands. On signal, competitor views paint cap, retrieves firearm from table and loads. Proceeding through shooting boxes to far box, engage all targets of the same color as paint can top. When far box is reached and all targets of same color as paint can top have been engaged, shooter then engages targets of opposite color and proceeds back through shooting boxes to Start Box. There is a mandatory magazine change after engaging any target in far shooting box. Targets may only be engaged from box indicated. If shooter accidentally hits one of the wrong colored targets they will be assessed a procedural penalty. Run twice.  
Firearms allowed: Center-fire Pistol Caliber full-auto submachine guns and semi-auto pistol caliber rifles (no M1 Carbines)

## SCORING

**SCORING:** Aggregate time plus penalties  
**TARGETS:** 4 PP, 6 Plates, 1 2-Plate Lolli-Popper  
 2 6-Plate racks, texas star, 4 auto reset  
**START-STOP:** Audible – Last shot  
**PENALTIES:** Poppers Not Knocked-down. +10 secs.  
 Plates Not Hit. +10 secs.  
 Procedural. +10 secs.  
 Course of fire subject to change without notice!

