



KING OF 2 MILES

1st - 2nd July 2015
Information and
Course of fire

- This is two day competition on steel targets and electronic targets.
- First day all teams compete from approximately 1500 yards up to 2500 yards.
- Second day top five teams will shoot only over 1 mile to the maximum we can extract from the range at NRA Whittington and as close to 2 miles as we can.
- This a team competition (shooter and up to two spotters)
- Any rifle allowed as long as the shooter can lift the rifle AND ALL supports/bags from ground, using both hands.
- Any caliber allowed
- Any rifle optics system allowed
- Any spotting scope system allowed
- Any type of rifle front bipod and rear bag allowed
- No weapon alibis
- Range to targets will be known but shooter is welcome to bring his LRF

Notes:

- The KO2M will be held 1st of July 2015, the day before sighting day for the FCSA 1000 yards World Championships and finals will be held the 2nd of July 2015, early morning ON THE sighting day of the World Championships.
- Bring your .50 and shoot the 1000 yards World Championships too!!.
- The FACEBOOK page *King of 2 miles* is up and WWW pages www.kingof2miles.com and www.ko2m.com are been worked on.

UNITS: 1US survey mile= 1609.3 meters = 1759 yards ; 2 miles:3518 yards

THERE HAS BEEN DISCUSSION ABOUT THE CAPABILITY OF SPOTTING 100% OF THE HITS OVER 2500 YARDS WITH HUMAN SPOTTERS AND ELECTRONIC SYSTEMS. WE WILL DO OUR BEST TO DO SO, AND WILL SET TARGETS AS FAR AS WE CAN RELIABLY SPOT HITS 100%.

ELECTRONIC SYSTEMS WILL BE USED BEFORE AND DURING THE COMPETITION TO ALLOW SHOOTERS TO GET TO 2 MILES.

WE ARE BREAKING GROUND HERE, AND IT MAY TAKE THIS FIRST YEAR OF EXPERIENCE TO ACTUALLY BE ABLE TO SPOT AND RECORD HITS AT 2 MILES WITHOUT BEING ABLE TO RESHOOT WHEN NO IMPACT IS SEEN AND THE HIGH VOLUME OF FIRE OF A COMPETITION.

KO2M COURSE OF FIRE

1. FIRST DAY OF KING OF 2 MILES -- ELIMINATION STAGES-- COURSE OF FIRE FROM APROXIMATELY 1200 YARDS TO 2500 YARDS
2. SECOND DAY OF KING OF 2 MILES - FINALS - COURSE OF FIRE FROM OVER 1 MILE TO THE MAX POSSIBLE AT NRA WHITTINGTON RANGE.

To speed the process stages 1 to 3 will be run two teams at a time on pairs of targets. Stage 4 with targets 4 and 5 will be run individually on the targets placed in the mountain.

- TEAMS WILL BE GIVEN A RANGE MAP WITH TARGET POSITIONS AND RANGES TO TARGETS. Laser range finders are allowed
- SHOOTERS WILL NOT CHANGE POSITION FOR THE 5 TARGETS.
- START ON TARGET 1 STAGE 1 WITH 3 MINUTES TO ADOPT POSITION, LOCATE AND PREPARE FIRE SOLUTION
- THEN 3 MINUTES 3 SHOTS FOR RECORD ON THE STAGE 1 TARGET
- FROM SAME POSITION AFTER STOP TIME(maybe 1 minute) , ENGAGE TARGET 2 WITH 3 ROUNDS IN 3 MINUTES.
- CONTINUE THE SAME PROCEDURE FOR TARGETS 2 AND 3
- THEN AFTER 1 MINUTE ENGAGE TARGETS 4 AND 5 WITH 6 ROUNDS IN 6 MINUTES NON STOP
- NO ELIMINATION FOR NON HITS IN THESE TARGETS, BUT ONLY 3 SHOTS ON EACH TARGET ALLOWED.
- STOP TIME
- MISSING ONE TARGET WITH ALL ITS ALLOWED ROUNDS (5 RDS on TARGET 1 and 3 rounds on targets 2 and 3) will MEAN ELIMINATION.

NOTES:

- This is a TEAM EVENT. Shooter and one or two spotters.
- TIES WILL BE solved based on : 1st number of total hits AND if ties still holds - 2nd total time shooting all targets

SCORING

EXAMPLE OF a 3 round/ 3 minutes TARGET SCORING (FOR EXAMPLE AT 1870 YARDS)

3 MINUTES TO LOCATE AND ENGAGE. When ready tell RO and start shooting.

FIRST ROUNDS HITS WILL COUNT YARDAGE X 3
SECOND ROUND HITS WILL COUNT YARDAGE X 2
THIRD ROUND HITS WILL COUNT YARDAGE X 1
TIME BONUS 3 MIN (180 SEC) - SHOOTER TIME

TOP SCORE CAN BE : TOTAL = 11390 POINTS

First round hit = $1870 \times 3 = 5610$ points
+ Second round hit = $1870 \times 2 = 3740$ points
+ Third round hit = $1870 \times 1 = 1870$ points
+ Time bonus FOR 3 min max. time (FOR EXAMPLE 10sec for 3 shots!!!)= $180-10=170$

WORST SCORE WILL BE : 0 POINTS

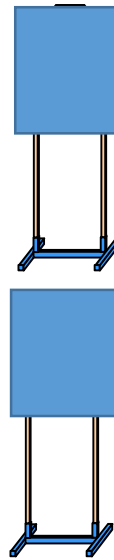
NO First round hit = 0 points
NO Second round hit = 0 points
NO Third round hit = 0 points
NO Time bonus FOR 3 min max. time (180 sec used)= $180-180 = 0$

SAME PROCEDURE FOR THE REST OF THE TARGETS

STAGE 4
Target 5
AROUND
+/- 2500 yards
KNOWN RANGE

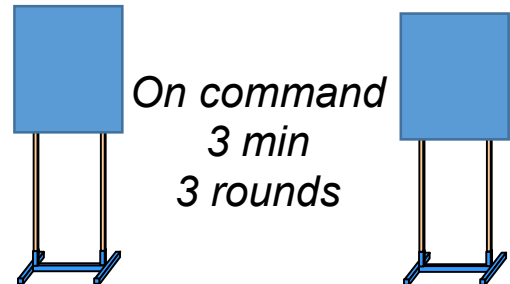
Target 4
KNOWN
RANGE

STAGE 4
On command
NON STOP
6 min
6 shots
3 in target 4
3 on target 5

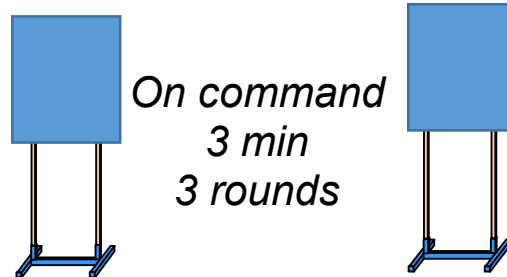


NOTE:
TARGETS ARE
LARGER THAN IPSC
SILHOUETTES,
SHOOTERS WILL BE
SUPPLIED TARGET
SIZE ON SHOOTER
BRIEFING

STAGE 3
Target Line 3
Team A – L target
Team B – R target
KNOWN RANGE



STAGE 2
Target Line 2
Team A – L target
Team B – R target
1760 yards - 1 mile
KNOWN RANGE



STAGE 1
Target Line 1
Team A – L target
Team B – R target
1500 yards approx
KNOWN RANGE

