

Long range qualification procedures

This test is for the shooter who wants to qualify for long range (max. 1000 yards) and wants to learn and improve long range shooting skills.

This is NOT for the person who wants to try a long range shot on a "whim".

This is NOT a training session. The Range Safety Officer will not coach the shooter to pass the qualification process.

The qualification process is a test of the shooters' basic abilities, knowledge and equipment.

The shooter must have a basic understanding of their equipment (able to make adjustments) and a basic ballistic knowledge of the ammunition being used; i.e. Bullet drop at known distances. Because of the long distance involved, the shooter must be able to account for wind drift.

*Testing with a borrowed rifle that has been "dialed in" by someone else is not allowed.

Some rifles and equipment are not suitable for accurate long range shooting. Some scopes lack reticles and adjustment turrets that are adequate for long range field adjustments.

223/5.56 calibers and rifles not built or designed for long range shooting will not be allowed past 500 yards.

The qualification test will be administered at 250, 500 and 750 yards.

The Range Safety Officer will administer the test and will act as spotter. Adjustments or corrections will be made by the shooter in the presence of the Range Safety Officer.

AT ANY TIME THE RANGE SAFETY OFFICER DETERMINES THE QUALIFICATION PROCESS IS NOT SAFE THE TEST WILL BE STOPPED!

At any time the shooter over shoots or misses the dirt berm the test is over and the shooter has failed.

The test procedure is as follows;

250 yards

The shooter shall hit a steel plate (10"X16") 3 out of 5 times and any misses must be inside the target frame. The shooter must pass before moving on to 500 yards.

500 yards

The shooter shall hit a steel plate (18"X24") 3 out of 6 times and any misses must be inside the target frame.

750 yards

The shooter shall hit a steel plate (18"X24") 3 out of 8 times and any misses must be inside the target frame.