



KING OF 2 MILES

28-30 June 2016
Information and
Course of fire

- The KO2M competition for 2016 will be a three day competition on steel targets and electronic targets.
- The first two days, all teams will be given the opportunity to compete and qualify. Each team will be given one day to qualify depending on their arrival time at Whittington Center. The course of fire for each team will be from approximately 1500 yards to over 3000 yards.
- First two days all teams compete, one day each team, from approximately 1500 yards up to over 3000 yards.
- On the third day, the top ten 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.
- The rifle has to be supported in the front by a bipod not a rest
- The rifle has to be supported by a rear bag of any kind, a monopod or the shooter hand , not a rest
- All calibers are 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

- There will be no practicing allowed on the course prior to the competition.
- There will be a shooting position "box" for shooter and HIS spotters.
- Apart from the team shooting, the reserve shooting team, and the range masters, NO other spotting scopes will be allowed close to that box.
- Spectators and other teams NOT in reserve will be allowed in the area of the box, BUT only behind the shooter so as not to disturb him with instructions or feedback other than that of HIS spotters.
- Reserve team is the team that shoots next, after the team that is shooting the stage. Reserve team can be preparing his shooting position and spotters position with weapon UNLOADED and with Chamber FLAG or other visual indicator of an empty chamber.

DATES AND LOCATION

- The KO2M will be held 28 to 30th June 2016 at NRA Whittington
- The two days before sighting day for the FCSA 1000 yards World Championships and finals will be held the 30th June 2015, early morning ON THE sighting day of the World Championships.
- The shooting will be done from one side of the firing line of the 1000 yards range BUT on a different angle towards the mountains so as to not affect the shooting or logistics done on the 1000 yards pits or those shooters that might be zeroing or testing for the FCSA WC.
- Bring your .50 and shoot the 1000 yards World Championships too!!.
- The FACEBOOK page *King of 2 miles* is up

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

After 2015 KO2M we know that we can spot up to 2500 yards BUT we still have to test the systems at 3000 and over. 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 WE WILL TEST NEW SYSTEMS and USE the SYSTEMS that performed positively last year too.

IT MAY TAKE SOME TIME TO ACTUALLY DEVELOP A FULLY RELIABLE PROCEDURE TO SPOT AND RECORD HITS AT 2 MILES,

KO2M COURSE OF FIRE

1. **FIRST AND SECOND DAY OF KING OF 2 MILES -- ELIMINATION STAGES—
TIMED NON STOP COURSE OF FIRE FROM APROXIMATELY 1500 YARDS TO 3000+ YARDS**
2. **THIRD DAY (FINALS) OF KING OF 2 MILES – FINALS —
TIMED NON STOP COURSE OF FIRE FROM OVER 1 MILE TO 2 MILES of as close to it as POSSIBLE AT the new location of the Extreme range at NRA WHITTINGTON RANGE.**

COURSE OF FIRE NOTES

- **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 4 TARGETS.**
- **START ON TARGET 1 STAGE 1 WITH 5 MINUTES TO ADOPT POSITION, LOCATE AND PREPARE FIRE SOLUTION while the previous team shoots.**
- **THEN 9 (nine) MINUTES to shoot all targets from target 1 to target 4.**
- **14 ROUNDS MAX**

