

Marksville Extreme Long Range

The Marksville ELR (Extreme Long Range) match and events held Saturday September 29 are designed to offer participants the opportunity to shoot at steel targets at distances of 300 meters to 1 mile. The three ELR events are a single rifle accuracy match, a team multi-gun practical event, and a night shoot.

The single rifle match is designed to challenge long range accuracy and shooters can do whatever they need to do to get the best accuracy. This is not a practical type event and the only challenge is precision shooting. The team multi-gun event is a practical type event and will have many real world challenges. Problem solving, strategy, and team coordination is more important than precision shooting for the team multi-gun event. The night shoot is the 3rd event. Anyone who needs to check zeroes can do so on Friday.

These ELR events are charitable events. The ELR match fees of \$25 per person per event will be donated to a military charity. Targets and range set up services are freely donated for these ELR events to assist in charitable fundraising.

Single Rifle ELR Competition

Date/time: Saturday September 29, 2018 - 7:30AM

Purpose: The single rifle match allows shooters to shoot steel targets from 300 meters to 1600 meters (a mile).

Course of fire: The ELR match brief will be given at 7:30 AM. The match brief will cover course of fire, target locations, scoring, order of shooters to fire, and safety rules. Shooting starts at 8:00 AM. The match is similar to the 2017 match. Time is limited to 12 minutes for each shooter.

Shooters may set up to shoot from any place on the firing line and observe range conditions while other shooters are firing for score. However, if the shooter is also shooting the team multi-gun event they will shoot the team multi-gun event before shooting this single rifle match and they may not go down the firing line until it their turn to shoot the team multi-gun event. After they shoot the team-multi gun event they can wait on firing line at their shooting position for the single rifle match while others are shooting. It is allowable for anyone shooting the single rifle match to set up their shooting position shade canopies or equipment for the single rifle match on Friday.

All targets are steel and will show/sound a hit as long as the shooter is using a powerful cartridge. All targets are rated to 50 BMG so there is no limit on cartridge size. If the shooter is using a cartridge like a 7.62X51mm the metal targets will not react to target impacts at the further distances the targets are placed at.

This is not an extremely difficult match until shooting at targets beyond 1100 meters. The targets at distances of 300 – 1100 meters are 3 MOA (Minute of Angle). Targets at distances of 1200-1500 meters are 2 MOA. The 1 mile target is 1 MOA. There will be at least 7 targets placed at random distances from 300 – 1600 meters (1mile). Target distances will be provided at 8:00 AM

Scoring, rules, and safety: Each target hit is given an amount of points based on its range and size. No additional points are given if a target is hit more than once. The shooter will receive additional points if the target is hit on the first shot. Score is increased for any remaining unused time if all targets are hit. Targets can be shot in any order.

If a shooter believes a target was hit but the RSO or scorer does not observe/hear a hit then it will be a miss. Please use cartridges of 338 LM or larger so the scorer can observe/hear hits because a 7.62x51mm is not powerful enough to swing or make a loud impact on the further steel targets. Smaller cartridges are allowed but the scorer cannot record a hit if they cannot see the target move or hear the impact.

Competitors can do anything they need to achieve the best accuracy from the firing line but they cannot have anything set up downrange during the match. Target cameras, weather transmit stations, wind flags, distance markers, and spotter targets set up by competitors are not allowed to be downrange during the match. No competitor will pause the match or go down range during the match. The single rifle scored ELR match is only Saturday morning so these downrange restrictions do not apply to the rest of the weekend.

This is a single rifle event but the shooter may use a spotter to assist. The spotter can help the shooter in any way but the spotter cannot shoot the rifle. The scorer will not assist in any way. The only communication from the scorer will be to announce start and stop times, load/unload firearm, and to announce target hits. The scorer will answer questions about safety and the course of fire but will not answer questions that help the shooter achieve a higher score.

There is no single designated firing position. The RSO and Scorers will set up behind the shooters firing position at whatever firing position is chosen by the shooter. The shooting area is just a firing line and no benches or overhead roof is provided but shooters may bring their own benches or canopies. Shooters are asked to please set up benches and canopies Friday night if possible because the firing line will be crowded on Saturday morning.

Competitors may share the same rifle, equipment, and shooting positions. Competitors can share the ballistic table or computer but they may not share any updates to the ballistic tables or computers that were needed to make impact adjustments on targets. Scope settings on shared rifles must be returned to a 100 meter zero. The target zero for any targets cannot be left on the rifle scope.

The shooter can only shoot at white targets. No hard steel core bullets like AP, APIT, or API may be used. The RSO will check all ammo with a magnet just before firing and any magnetic ammo that is found cannot be used.

Reshoots for score cannot be allowed if it is unfair to other competitors. It would be unfair if the reason for reshoot was the shooters fault such as if the scope came loose resulting in misses. However, in the rare event that there was outside interference that is not the fault of the shooter and it prevented the shooter from performing then a reshoot for score is allowed. Not all outside interferences (such as rain) are an acceptable reason for a scored reshoot. A few people from SCSC who are experienced in running fair matches will be designated to determine what is considered acceptable outside interference. Those are the rules for scored reshoots but if anyone wants an unscored reshoot that is OK in any

circumstance as long as there is enough time Saturday morning. The optional unscored reshoot will take place after all other competitors have finished shooting for score.

Rules are the same as general safety and match rules with possible changes to keep the match safe, fair, and on schedule. No firearm may be loaded until the command to load is given by the scorer. That same RSO or scorer will ensure the rifle is unloaded when that shooter is finished. Please be courteous to everyone because it is good sportsmanship.

Multi-Gun Practical ELR Team Competition

Date/time: Saturday September 29, 2018 - 7:30AM

Purpose: To offer shooters a practical and realistic shooting challenge with 25 targets.

Course of fire: The ELR team event brief will be given at 7:30 AM. The event brief will cover the course of fire, order of shooters to fire, and safety rules. Time is limited to 20 minutes for each team.

All teams begin from the gravel road where the firing line begins so they cannot see the target locations. Shooters are not allowed to go down the firing line until their turn to shoot begins. When it is a team's turn to begin they have 20 minutes to walk up the firing line to the designated shooting positions and begin firing. The distance to the closest firing position is 50 yards. The furthest firing position is 100 yards further down the firing line.

The two designated firing positions will not have a bench to shoot from. Shooters will have to shoot from the ground or from rifle support structures that are part of each designated firing position. Teams may bring and use shooting tripods and bipods, or shoot from the top of packs.

Target distances will not be given. However, distances to terrain features or other objects nearby targets in the impact area will be shown on a map that each team is given. There will also be concealed targets, clusters of targets mixed with no shoot targets, and other challenging targets. The team needs to locate and first fire at a pair of concealed targets but after that they can fire at the remaining targets in any order.

The long range targets rated to a 50 BMG are not extremely difficult to locate or hit. The same 50 BMG targets used for the single rifle ELR match will be used for this event. Those 50 BMG target sizes are stated above in the single rifle ELR match information. There will be another 15 or more steel targets rated to cartridges of a case capacity of 7.62x51mm or smaller only. These targets rated to smaller cartridges will be placed at distances of 250 meters to 600 meters and will vary in size from 2 MOA to 5 MOA.

Suggestions:

- Only bring essential gear and keep gear low weight, simple, and quick to set up.
- Shoot with team members that can communicate and coordinate well as a team.
- Bring a powerful precision rifle like a 338 Lapua Magnum or larger for the long range targets and a semi auto rifle for closer mid-range targets. Bring extra ammo for the rifles for medium range targets (300-500 meters).

Below are a few event challenges that will help the team determine what rifles, gear, and skills are needed.

- Searching for hidden mid-range targets: Some mid-range targets are camouflaged or concealed and will require magnified optics or a large volume of fire to locate. Targets concealed may only be visible to one of the two designated firing positions. Both firing positions must be used to see all targets.
- Some targets will be placed behind cover that will stop small bullets. A 50 BMG will be able to penetrate the cover but a 5.56mm will not unless the rifle is extremely accurate or a high volume of fire is used. A 7.62 x51mm may also require extremely accurate shots or a high volume of fire but it should penetrate the cover without too much work.
- Problem solving: There will be some problems to solve to make shooting positions usable. There will also be some map and information analysis involved in identifying some targets.
- There will be a few mid-range precision rifle targets of 1 MOA (minute of angle). But most targets are 3 MOA or larger.

Scoring, rules, and safety: This event is not scored. Immediately after the event the ELR match director will give special mention for any impressive strategies or performances.

There are no scorers but the RSO's will accompany the teams to ensure safety. A RSO will make sure that all firearms have a clear chamber with a safety on while teams move to and from the designated shooting positions. The RSO's will not assist shooters in any way to locate and hit targets but they will answer questions about the course of fire and safety.

Each team may be no more than 4 people. Some of the challenges require at least 2 people. If anyone finds that their team mate cannot attend I would encourage them to still attend and shoot the event.

Shooters must be waiting at the intersection of the gravel road and the firing line trail at 7:30 AM for the safety brief. Shooters are not allowed to go down the firing line until their turn to shoot begins. When they are done firing they can remain at the firing line if they choose. Shooters must use designated firing positions but the team can split into two groups with each group at each position. Teams may use any communications equipment they want.

Shooters within each team may share equipment and firearms. Firearm safeties must be activated while passing them from one individual to the next. Firearms must be verified as unloaded while moving from the start position and between shooting positions.

Any steel target that is not painted white may only be shot with a cartridge case the volume of a 7.62X51mm or less because larger cartridge volumes may damage the thinner steel targets. White targets are the only targets rated to all cartridges, including 50 BMG. No hard steel core ammo like AP, APIT, or API. The RSO will check all ammo with a magnet just before firing and any magnetic ammo that is found cannot be used.

Anyone who is shooting both the single rifle match and the team multi-gun event will first shoot the team multi-gun as early as possible. They may not go to the firing line on Saturday morning before the team match begins. This is to prevent them from observing target locations on Saturday morning before

they shoot the team multi-gun event. Anyone who breaks this rule cannot shoot the team multi-gun event.

Reshoots are allowed if there is time remaining in the morning. Any reshoots take place after everyone else has completed the event.

This event is designed to challenge broad skills. Please bring equipment and perform in a manner that is practical and reflects good sportsmanship.

Night shoot course of fire

Date/time: Saturday September 29, 2018 - 9:00 PM.

Purpose: The purpose is to offer a variety of night targets with different types of target illumination.

Course of fire: The night shoot course of fire will have targets that are illuminated and targets that are not fully illuminated. Target distances are 250 meters to 1600 meters. There will be a variety of targets that will challenge various skills similarly to targets of the team multi-gun practical type event except that there will be changes to make the course of fire safe at night.

There are few restrictions and people may shoot as a team or individually. People can shoot any type of ammo. This is the only event where magnetic ammo can be used if it is a tracer only.

Each team or individual is allowed 15 minutes. This does not include the time to set up or break down equipment. It would be unsafe to rush setup time so a few safe designated shooting positions will be used along the firing line so that everyone is not waiting on shooters to set up. It will take much longer to safely set up rifles and optics at night. White/red flood lights will be provided at the designated shooting positions but shooters can turn those off if they want.

Anyone shooting this event will discuss with the RSO how they intend to shoot the targets and the RSO will make sure to identify any safety measures with those participants. RSO's will observe shooters for safety. Illumination markers will be used so that everyone can observe firing positions and the direction of fire.

There will be only 3-5 targets rated for 50 BMG but there will be 10-15 targets rated to cartridges of a case capacity of 7.62x51mm or smaller only. All 50 BMG rated targets will be illuminated but some of the other targets not rated to 50 BMG will not be fully illuminated. Fully illuminated targets have a flood light shining on them. Some targets will also have an impact hill behind the targets that is fully illuminated with flood lights so that near misses can be observed and used to adjust onto the target. The impact area at the 1 mile target and the 1 mile target will be illuminated. There will be other target illumination methods used.

Suggestions:

- Use tracer ammo for 50 BMG, 5.56mm, and 7.62mm.
- If tracer ammo is not used then use precision rifles with exact ballistic tables because a miss cannot be observed. Target distances will be provided if needed

- Bring a dim red lens light to work with setting up rifles so that partially illuminated targets can be seen.

Scoring, Rules and Safety:

This event is not scored.

Strong safety rules apply. The basic safety rules of transporting only unloaded firearms and keeping them pointed in a safe direction apply and require that people are aware of their surroundings at night. The rules will remain as the same general rules for the Saturday daytime match with some changes for additional safety. The firing line will be illuminated with glow sticks. The designated firing positions will be clearly marked.

Additional details for all matches and events

Individuals may compete in both the single rifle and the team event. Both run simultaneously so those individuals will be first to shoot the team event and will then shoot the single rifle match.

The targets for the Saturday match and events will not be placed until Thursday night to prevent anyone from being able to zero their rifles on them. The targets for Saturday will be at random unknown distances. Anyone who wants to zero on Friday may do so. There will be a few steel targets set up Friday at short and far distances. Ranges in meters to those temporary practice targets will be provided.

All ammo is checked with a magnet before each person begins a match or event. Magnetic bullets may not be used because they will damage the steel. The exception to this rule is for the night match which allows tracer ammo.

Contact the match director at [clayton.e.cain@gmail](mailto:clayton.e.cain@gmail.com) for questions.