

# PREDATOR NIGHT SHOOTING COMPETITION

## Coarse of Fire:

- When shooter is ready, he/she may begin firing at the sound of the buzzer.
- There will be 2 targets at 5 different ranges out to 200 yds.
- Each range will have a life-sized animal target on the left and 50% life-sized target on the right.
- Shooter must shoot the larger target on the left first at all distances for 5 pts.
- The shooter then can choose to shoot either the larger target again for 5 more points or choose to shoot the smaller target for 10 points.
- Shooter then shifts to next distance and repeat the process again, first shot at left larger target then can choose which one to shoot for second shot, large targets are always worth 5 pts. And smaller targets are always worth 10 pts.
- Time will be stopped at the firing of the last and 10<sup>th</sup> shot.
- Each shooter will then have a total score and a time in which he took to fire at all targets. Scores will count first and ties will be separated by time recorded.
- When shooter needs to reload time will be stopped at last shot. He she will then reload and continue firing at the sound of the buzzer just like they started. This way reloads are not counted in their time.

## Rules and Regulations:

1. All firearms must remain unloaded and either bolt removed or a chamber clear flag installed in firearm and will remain that way until his/her turn to shoot and is given the command to load.
2. any shots fired before the buzzer are considered a miss and 0 pts will be awarded for that shot hit or no hit, shooter must wait for buzzer to begin firing.
3. While current shooter is shooting the next shooter will be getting ready to shoot behind and out of the way to not disturb shooter.
4. There is a 10:00 curfew on the matches so we need to move along.
5. There is a 2-minute time limit for each shooter. If shooter exceeds 2 min he/she will cease fire and are done shooting.
6. 75% payout to 3 places will be given at end of each match divided up as follows;

1<sup>st</sup> Place = 50%, 2<sup>nd</sup> Place = 30%, 3<sup>rd</sup> Place = 20%.

7. Shooters may only shoot calibers that are for short action rifles only, no long action calibers are allowed.
8. Shooters may shoot from any position they want except for from a bench, they may use bi-pods, tripods, or any other stabilization device they choose.
9. Any mishandling of weapons or horseplay will not be tolerated! The offending shooter will be refunded money and asked to leave property for the duration of that match. He may participate in later matches but if anything occurs again that shooter may not participate in any further matches.
10. Suppressors are welcome and even recommended. We will shoot unsuppressed weapons first.
11. Only the head, neck, and chest area of animals are steel, the rest of the body is plastic so shooter must make a vital shot on animals.
12. Targets will start with opossum, then skunks, coon, fox, and finally coyote targets out to 200 yards.
13. Points are awarded as follows; 1<sup>st</sup> shot at larger animal 5 pts. Second shot can be at larger or smaller animal for larger 5 pts and smaller 10 pts. Entry fee is \$30.00 for each gun entered, a shooter may sign up and enter multiple rifles.
14. The course of fire will be reviewed prior to the start at each match.
15. Bolt action rifles without detachable magazine will receive a 20 second handicap subtracted from their time for a reload.
16. Detachable magazine rifles may only load a maximum of 5 rounds at a time and will need to reload another magazine.
17. Any optics are allowed, regular scopes, thermal, or night vision, NO LASERS. However, shooter must supply his/or her own light. Red light/ IR light only, no white or green lights allowed.
18. Hot hands may be put on targets for thermal users, supplied by shooter,