



# EAU CLAIRE NATIONAL RIFLE CLUB INC.

## Coyote Warm Up Match    October 10, 2020

**Location:** Eau Claire, WI. From hwy “53” exit North Crossing follow hwy “Q” east 4 ½ miles to hwy “L” South 1 mile to hwy “QQ” east 1 mile to range. Address: 8768 N. Shore Dr. Eau Claire, WI.54703

**Fees and Registration:** The cost is \$15 per team. Pre-registration is not required but greatly appreciated. Send entries to James. ecnrcmatch@gamil.com Entries close at 9:30. Range capacity is 18 teams.

**Squadding:** Squadding begins at 9:00 First rounds down range 10:00.

**Equipment:** The team may use one or two rifles, any caliber, any sight, any position on the ground, prone or sitting. Bi-pods, backpacks, slings, ground clothes are permitted. **Shooting tables, benches, or lead sleds are NOT permitted.** Ideally this is the same firearm and equipment used for the PF Coyote Hunt.

**Course of Fire:** There are two stages of fire: one at 200 yards and one at 300 yards. This is a two-man team match fired at 200 and 300 yards using the NRA 600-yard reduced targets SR52 and SR63. Each

team member fires a total of 40 shots for record, 20 shots at each yard line. There is a three-minute preparation period where teams move to assigned firing points and into position with unloaded firearms. After the preparation period there is a five-minute sight-in period. The team members may shoot sight-in shots at the

Shoot and See target. There is no limit on the number of sighters. After the sight-in period the team will have a 25-minute block time to fire ten shots each at their assigned target. Shooters may pair fire, or one shooter may fire and then the other shooter may fire. Spotting and coaching for each other is permitted.

After

shooting at the 200-yard line the team will unload and remove their equipment from the line. Then score 200yard targets than prepare to move to the 300-yard firing points. At the 300-yard line you will have 5 minute for unlimited sighters then you will fire at the other target for record. Scoring will be done after all fire is complete.

**Scoring:** After the line is made safe teams retrieve targets for scoring. Scoring is performed by another team. Challenges for value are permitted. If a shot touches a scoring line it scores at the higher value. X's are used as tie breakers.

**Excessive hits:** If a target has excessive hits the competitor get the higher value. The extra shoots are not counted.

**Insufficient hits:** If a target has less than 20 hits the missing hits count as misses.

**Malfunctions:** If there is a malfunction of a firearm the shooter is allowed to fix the problem. If the malfunction cannot be cleared the other team member's firearm may be substituted. No additional time or sighting shots are allowed.

Awards: Cash award payback depends on the number of entries. Winner, 2nd place (if more than 10), 3rd place (if more than 15). Cash payout with 50% of the registration fee awarded.