

Assault/Battle Rifle Match

RULES: Official Rules for NFA Submachine Gun Competitions, Latest Edition **DESIGNER:** Michael D'Angelo

START POSITION: Competitor standing in Left or Right Start Box (competitor's choice) facing targets, gun at low ready.

STAGE PROCEDURE

Course is run left-to-right or vice versa at competitor's choice. Targets may only be engaged from respective firing boxes. Competitor engages all targets (except no-shoots) from Boxes 1 through 3, engaging targets within a box in any order. Paper targets in box 1 must have a minimum 8 points to neutralize. Targets in Box 2 are Zombie targets and must have a minimum 2 body shots and 2 headshots in the perforated/scoring area to neutralize. All steel must be shot once.

Firearms: Full Auto or Semi Auto rifles in center fire rifle caliber.

Ex: M16/AR15, AK47, M1/M2 Carbine, M1 Garand, CETME/G3, FAL, FNC, Mini 14/AC556, SKS, M14/ M1A, etc.

SCORING

SCORING: Aggregate time plus penalties

TARGETS: 6 IPSC, 3 N/S, 2 lollypop, 10 bases, 3 zombie, 4 auto rest poppers, 2 flash targets, 2 bowling pins, 2 wood boxes

HITS SCORES: Head A=8, Body A=5, B=4, C=3, D=1

START-STOP: Audible – Last shot

PENALTIES: Not Hit. +10 secs.

Procedural. +10 secs.

No-shoot hit. +20 secs.

DNF. Slowest time +30 secs.

(Note: Course of fire subject to change without notice)

