



1 MOA Challenge & 21 Blackjack Safety Brief & Rules

Safety Briefing and match rules/instructions

- Introductions
- Use of Empty Chamber Indicator (ECI) Rule 10.1.1 Actions Open
- Self-discipline, Rule 10.1, "CEASE FIRE"
- Loaded Rifles, Rule 10.1.3, closing of bolts, muzzle direction
- Pre-preparation and preparation periods, do's & don'ts
- Special instructions pertaining to match format and range operations

Note: Reference to Rules indicated above are listed in the NRA High Power Rifle Rule book.

UNIVERSAL SAFETY RULES

Rule 1: TREAT ALL GUNS AS IF THEY ARE LOADED

Rule 2: NEVER LET YOUR MUZZLE COVER ANYTHING YOU ARE NOT WILLING TO HARM

Rule 3: KEEP YOUR FINGER OFF THE TRIGGER UNTIL YOU ARE READY TO SHOOT

Rule 4: BE SURE OF YOUR TARGET AND WHAT IS IN LINE/BEHIND/AROUND THE TARGET

In case of an emergency, First aid Kit , Number to call,

General Rules and Scoring

- RO will announce when it is acceptable to set up and bring rifles to the firing line
- Keep firearms pointed down range at all times
- Muzzle shall be beyond firing line
- When rifle is not in use or it is not shooters turn,
 - Mag out Bolt open muzzle down range – chamber flags are required
 - If not on firing line, must be in rifle case
- **Shooter must have rifle sighted in prior to the match** – Preferably at 100 yards (easier to assist)
- Shooter must know the ballistics of their rifle loads – Ask for assistance if needed
- For everyone's safety, any shooter who clearly does not show competence will be Disqualified
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Scoring and Match Rules

- Up to 20 sighters will be allowed before the match.

1 MOA Rules & Scoring

- a. Shooters will start in position prone. Those with disabilities may shoot off a bench.
- b. A Round is a max of 10 shots. Each shooter shall shoot one round then alternate to the next shooter. The Squad shall continue until all shooters have completed 3 rounds. All targets are hit to move on. A miss requires shooter to move back to larger target.
- c. The shooter will start with the 10" target, if missed must reengage, if hit the shooter may choose to stay at the 10" target or move on to the 7.5" target. If hit, the shooter may move to the 5" target. The shooter may move back to a larger target but must hit to move on after.
- d. The 10" target is worth 4 point, 7.5" target is worth 5 points and the 5" target is worth 6 points.



1 MOA Challenge & 21 BlackJack

Safety Brief & Rules

21 Black Jack Rules & Scoring

- a. Shooters will start in position prone. Those with disabilities may shoot off a bench.
- b. A Round is a max of 12 shots. Each shooter shall shoot one round then alternate to the next shooter. The Squad shall continue until all shooters have completed 2 rounds. All targets are hit to move on.
- c. The shooter will start with the 18" target, if missed must reengage, if hit the shooter may choose to stay at the 18" target or move on to the 15" target. If hit, the shooter may move to the 12.5" target. Continue the same pattern for all six targets. The shooter may move back to a larger target but must hit to move on after.
- d. The 18" target is worth 1 point, 15" target is worth 2 points and the 12.5" target is worth 3 points, 10" target is 4 points, 7.5" target is worth 5 points, and the 5" target is worth 6 points. If all targets are hit = 21 points or Black Jack.

- **Equipment**

- a. 30 caliber or less
- b. 3000 fps or less
- c. Hunting rifle set up
- d. PRS / NRL rifle set up
- e. Bipods and Tripods
- f. **No FClass Open / FTR type equipment allowed**