

Sirtonski Match Descriptions

Match 1

1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 10 (2 x 5 round magazines);
- d. Target: Each half of a Fig 14
1 x IPSC Target;
- e. Type of Fire: Deliberate;
- f. Rate of Fire: Shots may be fired at any rate during the exposure;
- g. Time Limit: 1 x 2-minute exposure;
- h. Scoring: Only on the Fig 14 – scoring V, 5 and 4. A hit anywhere on the IPSC Target (or touching any part of the IPSC target) will be considered a miss scoring zero; and
- i. HPS: 50-10V.

2. Procedure

The aim of this match is to effectively engage a target that is partially obstructed by the full IPSC silhouette:

- a. The competitor will be presented with a Fig 14 target cut in half - top to bottom. The bottom edge of the Fig 14 is to be tucked under the shoulder of the IPSC target. The cut edge of the Fig 14 is to be placed tightly against the top of IPSC silhouette. The 12 o'clock of the 5 point scoring line on the Fig 14 is to be aligned with the upper left or right corner of the IPSC target;
- b. The competitor will be given the load and ready;
- c. On the command "Watch and Shoot" he will adopt the "Start" position;
- d. On a short whistle blast, he will engage one of the half targets with 5 rounds, safely change magazines and engage the other half target with 5 rounds;
- e. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- f. Shots may be fired during either whistle blasts;
- g. Only 5 shots on each target half will count for score; and
- h. 2 x 5 round magazines must be used

Match 2

1. Specifications:

- a. Distance: 35 meters;
- b. Position: Prone, Sitting, Kneeling and Standing;
- c. Number of Shots: 20 (from 4x5 rd mags);
- d. Target: 2x IPSC Targets
- e. Type of Fire: Deliberate Fire;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 5 minute exposure;
- h. Scoring: V, 5, 4, 3; and
- i. HPS: 100-20V.

2. Procedure:

The aim of this match is to effectively engage targets from an extended distance using various positions.

- a. The competitors will cover off their targets at the 35-meter firing line;
- b. The competitors will be given the command, "Load... ready..." and will adopt the "Start" position;
- c. On a short whistle blast, he will adopt the prone position and fire 5 shots at either target;
- d. Without further instruction, the competitor will then adopt the sitting position, safely change magazine and fire 5 shots at either target;
NOTE: if needed now will be the time when mags will be reloaded, and second 2:30 interval will be started. However the shooter will have to load after whistle blast to recommence.
- e. Without further instruction,(or at re-start) the competitor will then adopt the kneeling position, safely change magazine and fire 5 shots at either target;
- f. Without further instruction, the competitor will then adopt the standing position, safely change magazine and fire 5 shots at either target;
- g. Once all firing is complete or the 5-minute time limit has expired, the RSO will end the match;
- h. When required the match will end with a one second whistle blast, starting one second before the exposure time has elapsed;
- i. Shots may be fired during either whistle blast;
- j. Only 10 shots on each target will count for score; and

k. At any time the competitor comes out of the aim below the High Alert position, he must remove his finger from the trigger and locate it along the trigger guard.

Match 3

1. Specifications:

- a. Distance: 15 meters;
- b. Position: Standing;
- c. Number of Shots: 16;
- d. Target: 2x IPSC targets
- e. Type of Fire: Interrupted Alternating Snap;
- f. Rate of Fire: Four shots only per exposure;
- g. Time Limit: 4 x 6-second exposures;
- h. Scoring: V, 5, 4, 3; and
- i. HPS: 80-16V.

2. Procedure:

The aim of this match is to effectively carry out the correct drill when shooting at two separate scoring targets:

- a. The competitor will be given the load and ready;
- b. On the command "Watch and Shoot" he will adopt the "Start" position;
- c. On a short whistle blast, he will engage one target with 1 shot only, the other target with two shots only and then the first target with one more shot;
- d. This procedure will continue for a total of 4 exposures; **with a break in between 2/3 if reload of mags is required.**
- e. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- f. Shots may be fired during either whistle blast;
- g. Only 8 shots on each target will count for score; and
- h. The competitor is to safely change magazines as required.

Match 4

1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 12 (2 x 6 round magazines);
- d. Target: 2x IPSC targets
- e. Type of Fire: Rapid;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 12-second exposure;
- h. Scoring: V, 5, 4, 3; and
- i. HPS: 60-12V.

2. Procedure:

The aim of this match is to keep shooting fast, efficient and accurate:

- a. The competitor will be given the load and ready;
- b. On the command "Watch and Shoot" he will adopt the "Start" position;
- c. On a short whistle blast, he will engage either target with 6 rounds (run the gun dry), safely perform a magazine change and re-engage the other target with remaining 6 rounds;
- d. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- e. Shots may be fired during either whistle blasts;
- f. Only 6 shots on each target will count for score; and
- g. 2 x 6 round magazines must be used.

Match 5

1. Specification:

- a. Distance: 5 and 10 meters;
- b. Position: Standing;
- c. Number of Shots: As required;
- d. Target: FN C1 25-yard zeroing target (This is a white target with an square black aiming mark, apx 65 mm square);
- e. Type of Fire: As required;

f. Time Limit: At 5 meters – Stage 1 in 2 minutes, Stage 2 in 1 minute and Stage 3 in 30 seconds.

At 10 meters – 10 seconds per shot for the first 3 shots and 5 seconds per shot for the next 3 shots and 3 seconds per shot until the match is decided;

g. Scoring: Only shots touching the aiming mark will count; and

h. HPS: Match winner 100, 2nd place 95 decreasing positions 5pt increments.

2. Procedure:

a. The aim of this match is to have the competitor experience and successfully deal with the stress felt in making each shot count regardless of score;

b. In Stage 1 at 5 meters – each shooter will have 2 minutes to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 2;

c. All competitors are to complete Stage 1 before any competitors are called to fire Stage 2;

d. In Stage 2 at 5 meters – each shooter will have 1 minute to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 3;

e. All competitors are to complete Stage 2 before any competitors are called to fire Stage 3;

f. In Stage 3 at 5 meters – each shooter will have 30 seconds to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 4 at 10 meters;

g. All competitors are to complete Stage 3 before any competitors are called to fire stage 4 at 10 meters. If there are more qualifying shooters than there are targets, Stage 3 is repeated until the appropriate numbers are remaining;

h. At 10 meters the shooting will be an elimination round. Each of the remaining shooters will fire one shot. Those who do not hit the aiming mark will retire. Those who do will, under the command of the Range Officer, again fire one shot and continue in this manner until there is a winner decided; and

i. If at any time all shooters do not hit the aiming mark, then everyone will remain for another shot.

j. Reloading will be done between rounds as needed.