

**E.B.S.C.**

**Action**

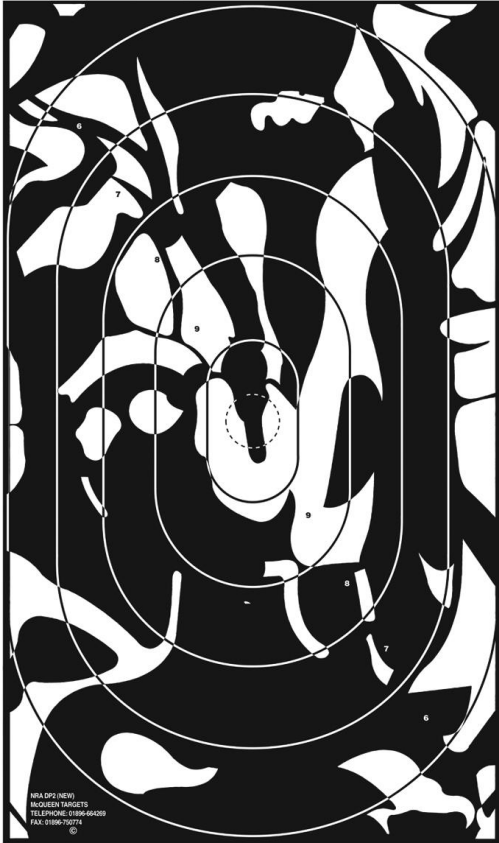
**Rifle & Pistol**

**Section**

**Courses of Fire**

**in order for each**

**Tuesday of the month**



## PPI (Timed and Precision Week 1)

### Targets

GRSB: 1 x DP2 (half size)

GRCF, LBP, LBR: 1 x DP2

**Sights** Any

**Positions** Standing unsupported

**Ready Position** 45 degrees

### Course of Fire

It requires 30 rounds

The maximum possible score is 300

### Practice 1

25 metres, 12 shots in 2 minutes, to include a reload

### Practice 2

15 metres, 12 shots in two strings of 6

For each string, 6 appearances of 2 seconds with intervals of 5 seconds One shot only to be fired at each appearance

The firearm must be returned to the ready position between appearances

### Practice 3

10 metres, 6 shots

The target will make 3 appearances of 3 seconds with intervals of 5 seconds

Two shots only to be fired at each appearance

The firearm must be returned to the ready position between appearances

### Range Commands

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the RO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.



## Multi-Target (Week 2)

### Targets

GRSB:	2 x DP1 (half size)
GRCF, LBP, LBR:	2 x DP1
<b>Sights</b>	Any
<b>Positions</b>	Standing unsupported
<b>Ready Position</b>	45 degrees

### Course of Fire

This event takes approximately 20 minutes to complete

It requires 24 rounds

The maximum possible score is 120

### Practice 1

25 metres, 6 shots in 15 seconds on the left hand target

### Practice 2

20 metres, 3 shots on each target in 10 seconds

### Practice 3

15 metres, 6 shots

The target will make 3 x 3 second appearances with intervals of 5 seconds

2 shots to be fired at each appearance on the right hand target

The firearm must be returned to the ready position between exposures

### Practice 4

10 metres, 6 shots (3 on each target) in 8 seconds

### Range Commands

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

# Bianchi Practical Match (Week 3)

## Targets

2 X DI full - GRCF, LBP, LBR.

2 X DI reduced - GRSB

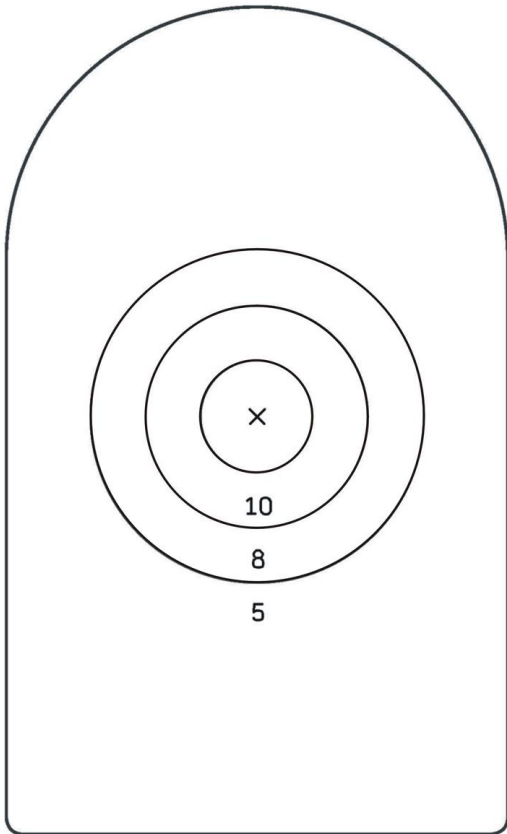
## Positions

Standing unsupported

## Ready Position

GRSB, GRCF - gun parallel at waist held in both hands.

LBP/LBR - holstered, hands in surrender position (if shooter has no holster then parallel in non-shooting hand).



## Course of Fire

It requires 48 rounds

The maximum possible score is 480

This match is fired standing unsupported.

### Stage 1 10 metres

3 seconds 1 shot on each target

4 seconds 2 shots on each target

8 seconds 3 shots on each target

LBP, LBR: weak hand freestyle GRCF, GRSB: weak shoulder

### Stage 2 15 metres

4 seconds 1 shot on each target

5 seconds 2 shots on each target

6 seconds 3 shots on each target

### Stage 3 25 metres

5 seconds 1 shot on each target

6 seconds 2 shots on each target

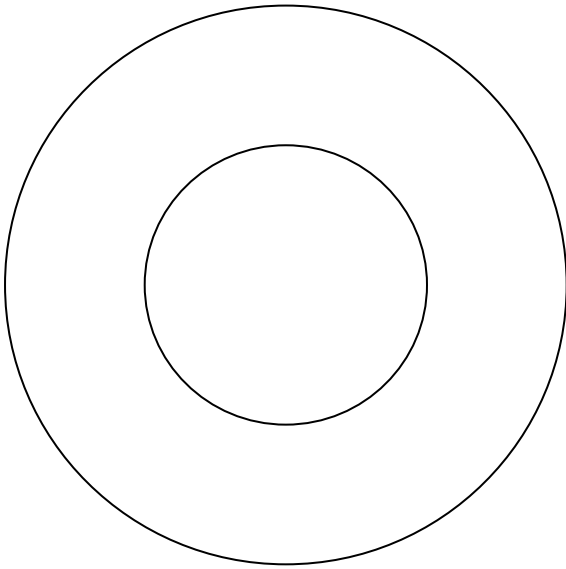
7 seconds 3 shots on each target

### Stage 4 50 metres simulated (use reduced size targets. If not available then at RO's discretion omit stage or reshoot Stage 3 to maintain round count)

7 seconds 1 shot on each target

10 seconds 2 shots on each target

15 seconds 3 shots on each target



## Bianchi Plates (Week 4)

### Targets

GRSB: 4 inch plates

GRCF, LBP, LBR: DI full-size, 8 inch plates

**Sights** Any.

Any number of sighting systems may be used on the same gun provided they remain fixed in place throughout all four matches of the event.

### Ready Position

GRSB, GRCF - gun parallel at waist held in both hands.

LBP/LBR - holstered, hands in surrender position (if shooter has no holster then parallel in non-shooting hand).

## Falling Plate Match - Maximum Score 48

This match is fired standing unsupported and is 48 rounds

### Stage 1

10 metres 6 seconds 1 shot on each plate (Shot twice)

### Stage 2

15 metres 7 seconds 1 shot on each plate (Shot twice)

### Stage 3

20 metres 8 seconds 1 shot on each plate (Shot twice)

### Stage 4

25 metres 9 seconds 1 shot on each plate (Shot twice)