

TARGET PULLING INSTRUCTIONS FOR CMP-SANCTIONED AS-ISSUED MILITARY RIFLE MATCHES



All highpower rifle competitors must act as target pullers when assigned to do so.

When it is your turn to pull targets, follow these instructions:

- Scorers are match officials who are responsible for accurately and quickly scoring targets.
- The Chief Pit Officer (CPO) is in charge of pit operations—follow all instructions and commands from the CPO or Assistant Pit Officers (APO).
- You must accurately determine the value of each shot fired and correctly signal that value to shooters and scorers on the line.
- If a shot is doubtful (so close to the line that you cannot decide its value), you may use a scoring gauge to determine its value or ask a pit officer for assistance.
- Report all irregularities to a Pit Officer (extra shots, crossfires, etc.).
- You can help or harm a fellow competitor by how well you pull targets!

SLOW-FIRE TARGET PULLING INSTRUCTIONS

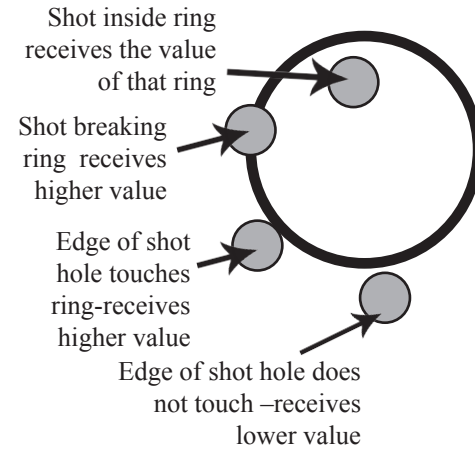
- Raise targets for preparation period and record firing on commands from the CPO.
- **PULL AND MARK YOUR TARGET AFTER EACH SHOT IS FIRED.**
- Watch the impact area (or the target) so you can see when a shot is fired on your target.

When a shot is fired on your target:

- 1) Immediately pull the target down.
- 2) Determine the score of that shot.
- 3) Insert a Shot Locator Disc (3" disc) in the new shot hole (white on black/black on white).
- 4) Insert the Shot Value Disc (5" disc) in the correct score value location (see chart to the right).
- 5) After the first shot, place a paster on previous shot hole (black on black/white on white).
- 6) Run up the target for the next shot.
- 7) Steps 1-6 should normally take no longer than 8-10 seconds.

SCORING INSTRUCTIONS

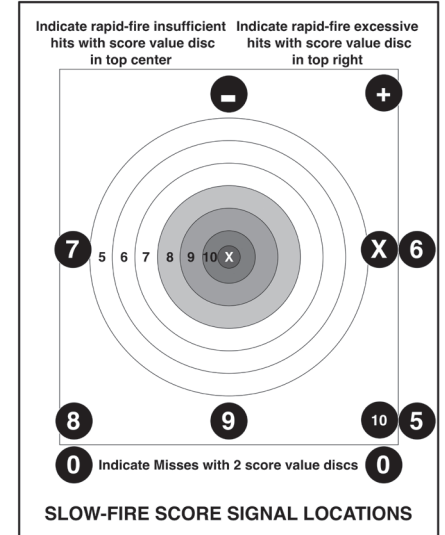
Each shot is scored according to the value of the highest-scoring ring it hits, breaks or touches (is tangent to).



A scoring gauge (plug) may be used to determine whether a shot hole touches a scoring ring.

LOCATIONS FOR SCORE VALUE DISC

To signal slow-fire score values from the pits, place a shot value disc on the target location that corresponds with the score for that shot.



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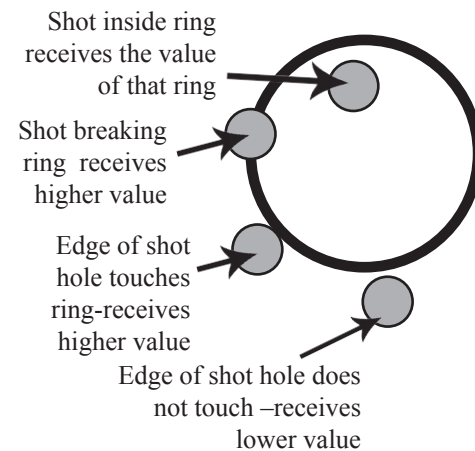
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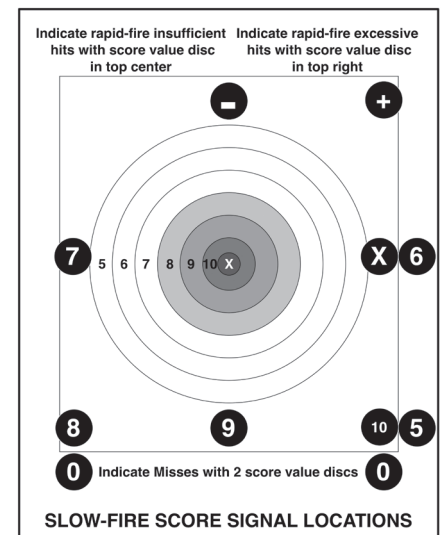
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RAPID-FIRE TARGET PULLING INSTRUCTIONS

(DO NOT USE THESE PROCEDURES FOR CMP EIC MATCHES OR NRA MATCHES--DIFFERENT RULES APPLY)

- Raise targets for preparation period and record firing on command from the CPO.
- **DURING RAPID-FIRE, PULL THE TARGETS DOWN ONLY ON COMMAND FROM THE CPO.**
- If you or another target puller makes a mistake and pulls a target down during a rapid-fire series, get the target back up as quickly as possible. Refires are not allowed in As-Issued Military Rifle Matches.
- Watch the impact area (or target) during firing and count the hits on your target.

Pull your target down only on command from the CPO—then follow these scoring procedures:

- 1) Count the hits on your target.
- 2) If 10, score all 10 shots and record those values on the scoreboard (see middle box below). Start with the highest value shots and continue to the lowest.
- 3) Place shot locator markers (usually golf tees or 1 ½” discs) in all 10 shot holes.
- 4) Hang the scoreboard on the target (upper left) and raise it to half-mast (half-way up).
- 5) Raise the target all the way up when instructed to do so by the CPO.
- 6) Lower the scored target on command from the CPO—remove discs and scoreboard, paste shot holes and return the target to half mast.

INSUFFICIENT HITS (Less than 10 hits)

- 1) Count the hits again—make sure you did not miss a double (two shots close together).
- 2) Score all shots on your target and record those values on the scoreboard (see box to the right). Start with the highest value shots and continue to the lowest.
- 3) Record any missing shots as “0”s or misses.
- 4) **DO NOT PLACE SHOT LOCATOR MARKERS/DISCS IN ANY SHOT HOLES**—the competitor must be given an opportunity to challenge his/her target.
- 5) **PLACE A SHOT VALUE DISC (5” DISC) IN THE TOP CENTER OR “0” POSITION.**
- 6) Hang the scoreboard on the target and raise the target to half-mast.
- 7) Wait for further instructions.

RAPID-FIRE SCOREBOARDS

Rapid-fire score values are usually signaled from the pits by using a chalk or white board that displays the number of shots of each shot value.

As you count and score the shots on your target, write the number of shots of each value on the board, starting with the highest value shot(s). The numbers you write on the board should total 10.



In the rapid fire score display shown here, there are 3 = Xs, 6 = 10s, 1 = 9.

EXCESSIVE HITS (More than 10 hits)

- 1) Count the shots again—make sure there are extra shots.
- 2) **SCORE THE 10 HIGHEST VALUE SHOTS** on your target and record those values on the scoreboard.
- 3) Place shot locator markers (usually golf tees or 1 ½” discs) in the 10 highest value shot holes.
- 4) **PLACE A SHOT VALUE DISC (5” DISC) IN THE TOP RIGHT OR “7” POSITION.**
- 5) Hang the scoreboard on the target and raise it to half-mast.
- 6) Wait for further instructions.



Markers for Insufficient Hits (left) and Excessive Hits (right).

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