

## 2025 ELR-22 / LONG GONG Steel Matches

All questions should be directed to [george.hager@gmail.com](mailto:george.hager@gmail.com)

The Tri-Cities Shooting Association will hold a PRS-ish\* 22lr Rimfire match on:

Day	Date	Registration & Start	Match Director
Saturday	March 22 <sup>nd</sup>	Reg opens 0815 Start 0900	George Hager
Saturday	May 24 <sup>th</sup>	Reg opens 0815 Start 0900	George Hager
Saturday	July 26 <sup>th</sup>	Reg opens 0815 Start 0900	George Hager

**PURPOSE:** This match will be following the LONG GONG format this year. All shooting will be done on steel at a nominal distance of approximately 300 yards. The main reason for this change in format is to make this match accessible to a larger number of shooters. Shooting a .22lr at 400 & 500 yards does take some specialized and expensive equipment. Shooting the .22lr is no real walk in the park at 300 yards given the winds we can expect Ms. Rattlesnake Mtn to challenge us with. Shooting at 300 yards does take some specialized gear but with frugal planning it can be done.

**LOCATION:** High Power Range, Rattlesnake Mountain Shooting Facility.

**Fee:** A \$10 fee per shooter will be collected. Juniors (17 & under) shoot free with an accompanying adult.

**RULES:** There will be THREE steel targets between 290 & 295 yards. 8", 6" & 4" rounds. This match will be shot from the prone position or seated from a shooter supplied bench. Points will be scored based on the number of impacts each shooter collects and on which target he/she impacts. **The shooter MUST indicate which target he/she is shooting at for an IMPACT to count for score!!**

**Course of Fire:**

- There will be FIVE stages. During each stage the competitor will fire 10-rounds at the steel targets in a time limit of 3-minutes. (Total rounds for score will be 50).
- Prior to the start command the shooter will be in position with a loaded rifle on an empty chamber. Upon the start command the shooter's time starts & they may chamber a round and engage the steel targets.

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- The shooter will engage the 8" target first. If they miss they will re-engage the 8" found until they hit it or expend their 10-rounds.
  - If the shooter hits the 8" target they are awarded 1-point. They may then choose to engage the 8" target again and score 1-point for each impact OR the shooter may engage the 6" round.
  - If the shooter engages and hits the 6" target, they are awarded 2-points. The shooter may choose to continue shooting at the 6" round scoring 2-points per impact. The shooter may choose to return to the 8" round scoring 1-point per impact. The shooter may also choose to move on to the 4" round steel. If the shooter has missed the 6" round, they must return to firing on the 8" steel and start the process over.
  - If the shooter engages the 4" steel and secures a hit, they are awarded 3-points. The shooter may continue shooting at the 4" steel scoring 3-points per impact. The shooter may also choose to engage either the 8" or 6" targets. If the shooter missed the 4" steel they must engage either the 6" or 8" targets. A maximum of 27 points is possible per stage.

**SAFETY:**

- Eye Protection - All Shooters and other personnel in the immediate vicinity of the range are required to wear eye protection. *If this is too onerous of a request, save your gas money and stay home.*
- Ear Protection - All junior shooters are required to wear hearing protection. It is recommended for all shooters.
- Empty Chamber Indicator (ECI) - A smallbore ECI is required to indicate that the chamber is empty. ECIs will be in each firearm at all times and will only be removed during the firing period and must be reinserted immediately after firing is completed or any time a CEASE FIRE is called.

**FIREARMS:** .22 Long Rifle rifles only.

**AMMUNITION:** 22 Long Rifle rimfire cartridges only, commercially catalogued. Magnums, other rimfire calibers, or necked down cartridges are NOT permitted. Tracer, incendiary or explosive bullets are specifically excluded.