

7/5/2022

2023 22LR Rifle Extended Long Range Steel Match Program

All questions should be directed to george.hager@gmail.com

PURPOSE: This match mimics The King of 0.28 Miles. It is designed to be a low-key FUN event. But please don't come unprepared. This match follows the 100/200 Smallbore match so everyone should already have their 200-yard dope. Every shooter should practice at Rose Iris and be able to reliably place hits on the 200, 300, and 400-yard steel gongs. It is a friendly bunch and help will be offered, we typically will help you with wind calls and feedback while you shoot as we can. Some of us talk in MOA and others talk in MRAD, simple math can be your friend. Because of the High-Power range construct the shooter may or may not be able to get visual feedback on the impact of the shots during the match. At Rose Iris the steel gongs are surrounded by dirt and usually do give the shooter that visual feedback needed to correct and fine tune dope settings.

DATE(S):

Day	Date	~ Start Time	Fee	Match Director
Sunday	March 19	Reg 0830 Start 0900	\$10	george.hager@gmail.com
Sunday	April 2	Reg 0830 Start 0900	\$10	george.hager@gmail.com
Saturday	April 29	Reg 0830 Start 0900	\$10	george.hager@gmail.com
Sunday	June 11	Reg 0830 Start 0900	\$10	george.hager@gmail.com
Saturday	July 22	Reg 0730 Start 0800	\$10	george.hager@gmail.com
Saturday	August 19	Reg 0730 Start 0800	\$10	george.hager@gmail.com
Sunday	September 10	Reg 0830 Start 0900	\$10	george.hager@gmail.com
Saturday	October 7	Reg 0830 Start 0900	\$10	george.hager@gmail.com

TIMING: ELR Matches will immediately follow the 100-200 Yard .22 Long Rifle Smallbore Matches. Approximate start time 11:30.

LOCATION: High Power Range, Rattlesnake Mountain Shooting Facility.

RULES: Targets will be 12" X 12" square (or round) steel targets, no closer than nominally 200 yards. No rail guns or bolt down shooting systems, all rifles must be shoulder fired in a safe manner from any position the shooter chooses. Any type of mechanical, tripod, or bipod front rest is permitted. Shooters may have one rear bag to support the rear of the stock.

Shooters will shoot alone. Other shooters are encouraged to help spot & coach. It is a FUN match, and we all want to do good & we want you to do good. There is NO time limit, but in the spirit of expediency each shot should take no longer than 30 seconds. It behooves the shooter to fire as fast as they can to stay in the same wind conditions. Order of shooting for each stage will be as each shooter is ready. The target will typically have a hit indicator & impacts can be heard to 400 yards on most days. It is expected that shooters not shooting will spot as we all tend to work together. Impacts on target must be direct hits, skip shots or ricochets will not be scored.

Rifles will have empty chamber indicators in place at ALL times when they are not being fired when the range is active. When the range is made safe, all rifles must be cased or if not cased, must be in the shooter's vehicle, with empty chamber indicators in place.

SAFETY:

- Eye Protection - All Shooters and other personnel in the immediate vicinity of the range are required to wear eye protection.
- 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 caliber rifles only.

POSITION: Shooters may fire from any of the following shooting positions they desire offhand, kneeling, sitting, or prone. Those who find it difficult to get into or out of any other shooting position, may use shooting benches, but all other rules apply. Shooters must provide their own benches. Shooting benches must be safe and stable, the match director may disqualify any shooter for shooting from any bench or shooting position that is deemed unsafe.

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.

COURSE OF FIRE AND TARGETS: The steel targets will be located atop the berm in front of the pits. Firing will begin on the 200-yard line. Once all shooters have taken their turn on the 200-yard line, the range will be made safe and all shooters will move back to the 300-yard line, and so forth until the match is complete.

No one will be forward of the active firing line, or in the pits when the range is active. Firing distances will be nominally 200, 300, 400, 500, and 600-yards, slightly less as targets will be a few feet in front of the existing target carriers. One, and only one shooter will fire at a time on their assigned target. Each shooter will have up to 5 shots to hit their assigned target at each range. Once the shooter has fired his/her five shots, they will stop shooting and wait for the rest of the shooters to complete. If the shooter does not have any hits with five attempts on a target distance, they are out of the competition and cannot shoot longer distances.

When the first shooter in each stage has all their equipment on the line and is ready, it will be their turn. Subsequent shooters are expected to have their equipment on the line, be ready, and read the wind while the previous shooter is shooting and should be prepared to begin shooting with minimal delay from the completion of the previous shooter. Each shooter will up to 5 shots at each distance & each shot should take no longer than 30-ish seconds. When all shooters have individually completed the 200-yard distance, firing one at a time, there will be a short break while all shooters move to the 300-yard line.

Shooters who have completed their 200-yard firing can move back to 300 individually, but if they do so, rifles must either remain secured in cases or left in the shooter's vehicle. Shooters may ONLY handle firearms when instructed to do so by the match director. The match will proceed in kind until all shooters have been eliminated or all firing at 600 yards is complete, as time permits. All impacts will be scored.

7/5/2022

Long Range Ballistics Chart for .22 Long Rifle

Eley TENEX EPS									
1072 fps					1068 fps				
10 mph cross wind					10 mph cross wind				
50 yard zero					50 yard zero				
Range	Drop	Drop	Windage	Windage	Range	Drop	Drop	Windage	Windage
(yd)	(in)	(MOA)	(in)	(MOA)	(yd)	(in)	(MOA)	(in)	(MOA)
50	0	0	1	2	50	0	0	1	2
100	-7	-7	4	3 3/4	100	-7	-7	4	3 3/4
150	-25	-15 3/4	8	5 1/4	150	-25	-15 3/4	8	5 1/4
200	-53	-25 2/4	15	7	200	-53	-25 2/4	14	7
250	-94	-36	22	8 2/4	250	-95	-36	22	8 2/4
300	-149	-47 1/4	31	10	300	-149	-47 2/4	31	10
350	-218	-59 2/4	42	11 2/4	350	-219	-59 3/4	42	11 2/4
400	-304	-72 2/4	55	13	400	-305	-73	55	13
450	-408	-86 2/4	69	14 2/4	450	-410	-87	69	14 2/4
500	-531	-101 2/4	85	16 1/4	500	-534	-102	85	16
550	-676	-117 2/4	103	17 3/4	550	-679	-118	102	17 3/4
600	-844	-134 2/4	122	19 2/4	600	-848	-135	122	19 2/4