

Tri-Cities Shooting Association High Power



Presents

2024 .22LR Rifle Extended Long Range (ELR) Steel Match Program

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

Leave all firearms in your vehicle until directed otherwise by the Match Director

PURPOSE: This match is designed as an upgraded and more challenging version of our previous matches. All shooters are eligible to shoot all distances, provided they can do so safely.

DATE(S):

Day	Date	~ Start Time	Fee	Match Director
Saturday	March 23	Reg 0830 Start 0900	\$10/15	George J Hager
Saturday	May 25	Reg 0830 Start 0900	\$10/15	George J Hager
Saturday	July 27	Reg 0830 Start 0900	\$10/15	George J Hager
Saturday	September 14	Reg 0830 Start 0900	\$10/15	George J Hager

TIMING: Starting this year this match is a stand alone match to help beat the noon heat. Please do not be tardy, it is not fair to your fellow competitors to have to wait for your

LOCATION: High Power Range, Rattlesnake Mountain Shooting Facility. (600-yard line)

Fee: \$10 for each adult, Juniors (<18) shoot for free). \$15 for each adult if a 1st place trophy is awarded.

RULES: Targets will be six square (or round) steel targets between 2 – 4 MOA in size and will be placed between 75 and 550 yards (nominal distances and will change match to match).

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. Order of shooting for each stage will be as each shooter is ready. The targets beyond 400+ yard will have hit indicators. 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.

There will be 50-yard steel for each shooter to check their zero prior to the match. **SHOOTING MATCH STEEL PRIOR TO THAT RELAY TO CHECK DOPE WILL RESULT IN A ZERO FOR THAT STAGE!!!**

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.

COURSE OF FIRE: There will be six stages; all shooters will complete a stage before moving to the next stage. Each stage will consist of five rounds which will be fired from the shooter's position of choice. (Our senior shooters may use a shooter provided bench). Each stage will be conducted the same.

- 1- With shooting mat in place (or bench adjacent), each shooter will start from the standing position, all gear in hand, mag-in & bolt-back.
- 2- Upon the start command, the shooter will build their shooting position and engage the target with 5-rounds. Time limit of 2:30 minutes. For the infirm among us, you may start in position with no magazine loaded and no rear bag supporting the rifle. Upon the start command you must build your position, load your rifle and engage the target with 5-rounds. Time limit of 1:45 minutes.
- 3- The score for that stage is the number of impacts multiplied by the yardage.
Score = Impacts x Yardage.

WINNING THE MATCH: The winner of the match is the shooter with the most distant impact on steel. In the event more than one shooter has an impact at distance the shooter's score will be the first tiebreaker. In the unlikely of there still being a tie, subsequent tiebreakers will be the most impacts at distance from far to near, i.e. most hits at 500 yards followed by the most hits at 400 yards so on and so forth.

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. ECI's must always be used 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.

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. See chart on the next page as a guide regarding bullet drop and deflection at various distances. NOTE: this may or may not match your ammo's performance.

RANGE RECORDS: Top scores will be recorded into the annals of HP history. Seeing the max number of points can change from match-to-match, scores will be recorded as a percentage of the maximum possible score for that match. A distance record can be set only from a cold bore at a distance not yet shot that day with their first three shots of the string resulting in impacts on a target of 12" or less in size. If the shooter accomplishes this feat on a target larger than 12" he/she may attempt the feat again on a 12" target at the end of the match. The re-shoot is for record only, the shooter's score stands from the larger target.

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