

HOTSA VBRS Competitor Information

Your starting animal target will have a corresponding "Box" designated on the Firing Line # 1-12. This is your assigned space which can accommodate 2 Benches. You are requested to confine yourself to this 10' sq area & not encroach on your adjacent neighbor's space. We will normally plan on shooting 3 shooters/critter @ the same time: this will 12 shooters on the line @ a time. When you arrive & set up your stuff, you will remain @ that spot. It might be necessary to make room/move your stuff if there is another Shooter that will also occupy your 10' Box. This will initially be your starting "Critter" position and you will remain at that bench throughout the competition. A match consists of 6 separate "Critters" fired for record Hit or Miss- 10 @ each distance (shot sequentially).

- Prairie Dog (1 MOA target) @ 200 meters
- Armadillo (1 MOA target) @ 300 meters
- Coyote (1 MOA target) @ 385 meters
- Hog (1 MOA target) @ 500 meters
- Prairie Chicken (2 MOA target) @ 600 yds
- Pig (2 MOA) target @ 750 yds

You are allowed "Unlimited Sighters" if you desire @ the start of each Animal Relay. You will have 10 minutes 30 seconds to complete **10 rounds for score**. During this period you may take as many Sighter shots as you desire @ the **"Sighter Target" only**. When you -s- your record shots @ the scoring targets, you must shoot sequentially & are **not allowed** to go back to your Swinger. It is authorized to bring 2 rifles to shoot during the match: 1 rifle for the 1st 4 critters & another rifle for the last 2 critters. I would recommend: bringing about 100 rds (60 score + 40 sighters) for 1 rifle or if you bring a 2nd rifle for the 600 & 750 targets enough ammo (30-40 rds) for 20 score + Sighters.

Obey the Range Commands!

When your relay is called to the line you should approach your assigned bench and place your equipment. No bolt is allowed to be in a gun at any time. If you need more time make your situation known to the range officer. When all target setters report back that they are safely back behind the Firing Line, the range officer will verify the relay is on the line and begin the sequence of commands to begin firing. The **"Sighter Gongs"** are located in the area of your assigned bank of targets. It is the Shooters responsibility to validate/verify the target that he is assigned to & confirm with his Spotter/Scorer before the Fire command is given. If not sure, discuss with the Range Officer as all misplaced shots will be recorded as a "Miss". If you do not have a Spotter the next shooter in line will be required to "Score" your relay.

Once you move to shoot for score, you must shoot your Targets from left to Right sequentially. If you hit the wrong target **IT IS SCORED AS A MISS**. If you fire a round before the command **"FIRE"** is given, **IT WILL COUNT AS A MISS FOR SCORE**. **"CEASE FIRE"** (IT MEANS CEASE FIRE IMMEDIATELY & MAKE YOUR RIFLE SAFE). Any shot fired after the Cease Fire Command is given is scored **"AS A MISS"** & may lead to a competitor being removed from the firing line. **"REMOVE ALL BOLTS & MAKE THE LINE**

SAFE” is the last command. Your rifle may remain on the line in a safe condition (bolts removed) when people are down range.

The **Scorecard** will be marked as follows: **X=HIT and 0=MISS.**

You progress through the match engaging targets from nearest to farthest according to where you started: sequence is (1) Prairie Dog @ 200 meters, (2) Armadillo @ 300 meters, (3) Coyote @ 385 meters, (4) Hog @ 500 meters, (5) Prairie Chicken @ 600 yds and (6) Pig @ 750 yds. Remember you move L to R on the 1st 4 Critters:

- -s- Prairie Dog – Armadillo – Coyote – Hog
- -s- Armadillo – Coyote – Hog – Prairie Dog
- -s - Coyote – Hog – Prairie Dog – Armadillo
- -s- Hog – Prairie Dog – Armadillo – Coyote

Once these 1st 4 “Critters” are eliminated, the Range Officer will close the range & we will take a short break to allow for cleaning, lunch, change rifles before going to the last 2 Critters which are the Chicken (600) & Pig (750). It’s reasonable to assume a 30 minute break for this period. The firing sequence will be similar but with modifications. We can only have 4 Competitors shoot 4 ea Chickens & 4 ea Pigs @ a time (8 shooters total) & they are mounted on swingers. The **“Sighter Gongs”** are adjacent to the **“Scoring Swingers” & are for Sighters only!** All shots for Score will be on the shooters assigned “Swinger”. It will be the Scorers responsibility to record “Hit or “Miss” as the shooter will shoot all 10 rounds for Score @ his assigned “Swinger”. We will start with position 1,2,3,4 on Chicken 1,2,3,4 and Position 5,6,7,8 on Pig 5,6,7,8. We will move sequentially down the shooting positions 8 @ a time until all shooters have completed their course of fire.

Currently we do not have any Classification system in place & it will probably be restricted to rifle weight & will evolve over time. I am planning on using the Ridgway system modified when it is warranted: 12#, 17# & Unlimited; no caliber above .30 & no Magnums. I will employ the “Jury” routine as is used in Metallic Silhouettes. It will be a panel of 3 Competitors chosen by the Match Director to hear any/all complaints/concerns as it relates to scorekeeping and interpretation & the Jury’s decision is “Final”. Please check out our website @ www.hotsa.org as it has a tremendous amount of information, directions, pics etc about our club, please feel free to use it!

“Safety is paramount @ all times & all Competitors are range officers when range safety is concerned!”