



Timed & Precision 1 (TP1)

Competitor Start Position	Standing Unsupported	Targets
<p>Sights</p> <p>SBPTP1 CFFTP1 GRM1TP1 CGRCFTP1</p> <p>Iron Sights Only</p> <p>OSBPTP1 OCFFTP1 GRSBTP1 GRCFTP1 OGRCFTP1 TSGSTP1 TSGMTP1</p> <p>Any Sights</p>		<p>DP2a (a4) - GRSBTP1, GRM1TP1</p> 
<p>This event is shot at 25, 15 & 10 metres and takes approximately 30 minutes to complete.</p> <p>It requires 30 rounds. There is no sighters detail.</p> <p>Two hands may be used for all details.</p> <p>The maximum possible score is 300.030</p>		<p>DP2 (a3) - SBPTP1 / OSBPTP1 / CFFTP1 / OCFFTP1 / GRCFTP1 / CGRCFTP1 / OGRCFTP1 / TSGSTP1 / TSGMTP1</p> 

Course Of Fire		
Match 1	Distance	25 metres
	Start Position	45 degrees
	Detail Course of Fire	12 shots in 2 minutes, to include a reload on the left or top target. (where two targets presented)
----- Score & Change Target-----		
Match 2	Distance	15 metres
	Start Position	45 degrees
	Detail Course of Fire	12 shots in two strings of 6 For each string, 6 appearances each of 2 seconds with intervals of 5 seconds. One shot to be fired at each appearance on the right or bottom target. (where 2 targets presented). The firearm must return to the ready position between appearances
Match 3	Distance	10 metres
	Start Position	45 degrees
	Detail Course of Fire	6 shots total 3 appearances, each of 3 seconds with intervals of 5 seconds. Two shots to be fired at each appearance on the right or bottom target. (where 2 targets presented) The firearm must return to the ready position between appearances
----- Score Target-----		

Range Commands

No Firearms will be cleared until everyone has completed shooting.
Signed Scorecards to be handed in to CRO before next detail.
Beware of foot faults.

Do you understand the Course of Fire?

Eyes & Ears - Range is going Live!

You are free to take a sight Picture

With **6 rounds**, load and make ready!

Is the line ready?

Line is Ready! Standby!

NOTE: When clearing Target Shotgun - **Ensure** you can see the magazine follower - then command is "Flag and Bag" - as in insert a breech flag before casing the firearm.

Additional Penalties: WT - Firing on Wrong Target (Proc. Penalty)

RO Notes

LS	Late Shot (Proc. Penalty)	PICK	Picking Items from ground before range cleared (Safety)
FF	Foot Fault (Proc. Penalty)	SWEEP	Sweeping (Safety)
TMS	Too Many Shots (Proc. Penalty)	DF	Dropped Firearm (Safety)
EF	Equipment Failure	ND	Negligent Discharge (Safety)
		STOP	Stopped by RO (Safety)