

# WARTRACE LONG RANGE SIDE MATCH RULES

## **SINGLE SHOT PRECISION RIFLE LONG RANGE @ 200 YDS.**

CATEGORIES (Rifle Caliber Only)

- BENCH REST (Sand bags furnished by Wartrace Regulators)
- STICKS (Sticks furnished by Wartrace Regulators)
- OFF HAND

ALL PRECISION RIFLE SASS RULES APPLY FOR GUN, SIGHTS AND CALIBER

## **OPTICAL SIGHT SINGLE SHOT or LEVER PRECISION RIFLE LONG RANGE @ 200 YDS.**

CATEGORY (Rifle Caliber Only)

- BENCH REST (Sand bags furnished by Wartrace Regulators)
- STICKS (Sticks furnished by Wartrace Regulators)

ALL PRECISION RIFLE SASS RULES APPLY FOR GUN, OPTICAL SIGHTS AND CALIBER

## **LEVER ACTION RIFLE LONG RANGE @ 200 YDS.**

CATEGORIES (Rifle Caliber Only)

- BENCH REST (Sand bags furnished by Wartrace Regulators)
- STICKS (Sticks furnished by Wartrace Regulators)
- OFF HAND

ALL PRECISION RIFLE CALIBER SASS RULES APPLY FOR GUN, SIGHTS AND CALIBER

## **LEVER & PUMP ACTION PISTOL CALIBER RIFLE @ 100 YDS.**

CATEGORIES (Pistol Caliber Only)

- BENCH REST (Sand bags furnished by Wartrace Regulators)
- OFF HAND

ALL SASS MAIN MATCH RULES APPLY FOR GUN, SIGHTS AND CALIBER

**SMOKELESS POWDER AND BLACKPOWDER ARE SCORED TOGETHER IN ALL CATEGORIES**  
**COWBOYS AND COWGIRLS ARE SCORED TOGETHER IN ALL CATEGORIES**

# WARTRACE LONG RANGE SIDE MATCH RULES

## **SHOOTING SCENARIO AND SCORING RULES FOR LONG RANGE SHOOTING**

2 SIGHT IN SHOTS ALLOWED FOR EACH CATEGORY (Spotting scope will be used to call shot location)  
SINGLE TAP EACH TARGET ONCE FOR A TOTAL OF 5 SHOTS

(No spotting scope allowed to call shot location but can be used to call hit or miss for scored shots)

(Shooter can elect to shoot a 2<sup>nd</sup> round of 5 shots. 1<sup>st</sup> round score will be disregarded and 2<sup>nd</sup> round score will be entered into score book)

5 TARGETS OF DECREASING SIZE VALUED AT 1, 2, 3, 4, 5 POINTS WITH 1 BEING VALUE OF LARGEST TARGET AND 5 BEING VALUE OF SMALLEST TARGET FOR MAX 15 POINTS TOTAL. IF SHOOTER EARNS 15 POINTS THEN ENGAGE SMALLEST TARGET FOR 5 SHOTS. WITH EACH HIT A VALUE OF 5 POINTS WILL BE ADDED TO SCORE. HIGHEST SCORE IN EACH CATEGORY WILL DETERMINE CATEGORY WINNER.

## **TIE BREAKING SHOOT OFF**

**SHOOT OFF WILL TAKE PLACE AT 3:30 PM. IT IS THE SHOOTERS RESPONSIBILITY TO CHECK IN AT THE LONG RANGE PAVILLON TO LEARN IF THEY ARE IN THE SHOOT OFF.**

IF MULTIPLE SHOOTERS IN A CATEGORY HAVE THE SAME SCORE. THE SMALL TARGET WILL BE ENGAGED FOR 5 SHOTS BY EACH SHOOTER TO DETERMINE WINNER. SHOOTER WITH MOST HITS ON SMALL TARGET DURING SHOOT OFF WILL BE THE CATEGORY WINNER.

IF SHOOTERS ARE STILL TIED AFTER 1<sup>st</sup> SHOOT OFF IS COMPLETED. THE **SPADE TARGET** WILL BE ENGAGED FOR 5 SHOTS. SHOOTER WITH MOST HITS ON **SPADE TARGET** DURING SHOOT OFF WILL BE THE CATEGORY WINNER.

IF SHOOTERS ARE STILL TIED AFTER THE SPADE TARGET ROUND IS COMPLETED. THE **SMALL TARGET** WILL BE ENGAGED BY EACH SHOOTER FOR 5 SHOTS AND WILL BE TIMED. RAW TIME WITH 5 SECOND PENALTY ADDED FOR EACH MISS WILL DETERMINE SHOOTERS TOTAL TIME. LOWEST TOTAL TIME WILL DETERMINE CATEGORY WINNER.