

Southern Sport Shooters Challenge

American Rifle Challenge

17 December 2022

The ARC match exists so shooters may be tested on each individual skills learned and executed in the act of firing a rifle. This match will be shot from 50 and 100 yards and require 50 rounds of rifle ammunition. Any semi-auto, magazine fed, center fire rifle with either iron sight/red dot or magnifying optic up to 9 power may be used.

ARC Divisions

Limited Division

1. A Limited rifle can only have one mounted sighting system.
2. Fixed or flip up iron sights are allowed.
3. Red dot sights or prismatic optics with no magnification are allowed.

Unlimited Division

1. An unlimited rifle can have one magnifying mounted optic system.
2. Fixed power or variable power no higher than 9 power.
3. A magnifier in conjunction with a Red dot system can be used.
 - a. If a magnifier is used in conjunction with a red dot, the magnifier must be flipped to the side prior to the start signal then engaged after the start signal. Variable power optics must be set to their lowest power prior to the start signal and may be turned up after the start signal.
 - b. Bi-pods may be used in both divisions, if a bi-pod is mounted on the rifle it must be in the stowed position prior to the start signal and may be deployed after the start signal.

Match scoring and procedures

Scoring

This match will be shot under a 'Par Time'.

The target will be a B-27NCJA silhouette. Each shooter will have two targets placed side by side. There will be four separate timed strings of fire. The first string will be shot on the 'left' target, the second string will be shot on the 'right' target from 50 yards. The third string will be shot on the 'left' target, the fourth string will be shot on the 'right' target from 100 yards.



Scoring will be...

X ring= 10 points

10 ring= 10 points

9 ring = 9 points

8 ring = 8 points

7 ring = 7 points

In the black, outside the 7 ring = 5 points

Misses = 0 points.

X ring hits will be recorded for the use of a tie breaker.

Each target will have a possible 250 points.

Procedures

Once the range is called 'hot' shooters will report to the 50 yard line with;

1. Their rifle, with empty chamber indicator, muzzle pointed up and down range.
2. At least two magazines, one loaded with 5 rounds the other loaded with 10 rounds.
3. Extra 15 rounds of ammunition for the second string, either in two magazines or loose to be loaded in magazines between strings.
4. Bi-pods will be in the stowed position prior to the start signal
5. Variable power optics will be set to their lowest setting.
6. Red dot magnifiers will be flipped to the side prior to the start signal.

Once all shooters are on line.

1. The Range Master/Match director will call the Line 'hot'.
2. The RM/MD will call, 'All Shooters make ready'. Shooters will remove chamber flags and load with one 5 round magazine.
3. When all rifles are loaded the RM/MD will call, 'Starting positions'.
 - a. The starting position will be; standing with the rifle in the low ready position (buttstock in the shoulder, firing hand on the pistol grip with finger straight and off the trigger. The other hand on the handguard, muzzle at belt level). The rifle will be on safe. If the shooter has a variable power optic or a red dot magnifier the shooter may place their non-firing hand on the magnifier or throw lever. This is a recognized starting position.
4. When all shooters are in their 'starting positions' the RM/MD will call, 'Ready on the left, ready on the right, all shooters are ready, stand by'.
5. Within 5 seconds after the 'stand by' command a start signal will be heard.
6. After the 'start signal' shooters may begin their string of fire.

Strings of Fire

1. After the 'start signal' shooters may make any adjustments to the optics and bi-pods (when deploying a bi-pod the shooter must be careful not to place their hand in front of the muzzle, flagging

themselves with a loaded firearm is grounds for a match DQ). The rifle must stay on safe during any adjustments.

2. After any adjustments the shooter will engage their target* with 5 rounds from the standing position.
3. Rifles will be placed on safe during any reloads and before moving to the next shooting position. Failure to do so will result in a match DQ.
4. Then perform a bolt lock reload with a 10 round magazine.
5. Move to a kneeling or seated position and engage the same target* with 5 rounds.
6. Then move to the prone position** and engage the same target* with 5 rounds. Each string will have a 'par time' of 30 seconds.
7. Once all rounds are fired the shooter will await the RM/MD command to 'recover' upon this command the shooter will place their rifle on safe and stand up with the rifle, keeping the muzzle pointed down range.
8. Once all shooters are standing the RM/MD will call, 'unload, flag and show clear'. The shooter will remove the magazine, lock the bolt to the rear, and insert the chamber flag into their rifle. The shooter will then wait for a Range Safety Officer to check that the rifle is clear of magazine and ammunition.
9. Once all rifles are checked the RM/MD will call the line 'clear'
10. The RM/MD will then call, 'prepare for your next string'
 - a. Optics turned down to the lowest power, magnifiers flipped aside, bi-pods stowed, and magazines reloaded if necessary. (the rifle may be laid on the ground, muzzle pointed down range, so the shooter may reload magazines as needed).
11. Once the RM/MD see that all shooters are ready for the second string the sequence will start again.
12. Upon the 'all clear' call after the second string the RM/MD will call the Line 'cold'. All shooters will point their muzzles up and move to the 100 yard line.
13. The ready commands for the 100 yard line strings will be the same.
14. The 100 yard shooting procedures are;
 - a. After the 'start signal' shooters may make any adjustments to the optics and bi-pods (when deploying a bi-pod the shooter

must be careful not to place their hand in front of the muzzle, flagging themselves with a loaded firearm is grounds for a match DQ). The rifle must stay on safe during any adjustments.

- b. After any adjustments the shooter will engage their target* with 5 rounds from the standing position.
 - c. Rifles will be placed on safe during any reloads and before moving to the next shooting position. Failure to do so will result in a match DQ.
 - d. Then perform a bolt lock reload with a 5 round magazine.
 - e. Move to the prone** position and engage the same target* with 5 rounds. Each string will have a 'par time' of 20 seconds.
15. After the completion of the first 100 yard string the same clearing commands will be called to prepare for the fourth and final string.
 16. Upon the completion of all 4 strings the RM/MD will clear all rifles and call the range 'cold'. Shooters will move off the range and stow their rifle in cases, rifle bags or in the rifle rack.
 17. Once all rifles are stowed the shooters may move down range to their targets and await the RM/MD and RSO to score their targets. Once the targets are scored the shooter will initial their target, agreeing to their score, then remove their target. No scores can be contested after the target is scored.

* Cross Shooting Targets. If a shooter cross shoots their own target, for every round fired on their wrong target, one target will be scored as a miss and one of their best rounds will be removed from scoring on their other target. If a shooter cross shoots on another shooter's target the other shooter will be scored the best 25 rounds on their target. The shooter who cross shot will receive no score for their cross shots.

** A handicap exception will be offered to any shooter who can not shoot from the prone position. This exception will allow a handicap shooter to shoot the prone portion from the kneeling/seated position.

