

# **TYPICAL SHOOTERS MEETING NOTES**

## WELCOME

Thank you for making our match a success by your participation Recognize veteran shooters Recognize new shooters

## THANKS

Those who helped prepare for this match.

## SAFETY

Point the gun downrange at all times. Safety should be ON until you are ready to fire. Lay the rifle down with the barrel facing the targets, not down the trail. If COLD LINE is called, and your gun is loaded, fire into the ground. Do not insert a pellet until a HOT LINE is called.

## SQUADDING

You will be shooting in groups of 2 or 3. When this meeting is over, get Your gear and report to the lane number that's marked on your scorecard. There you will find a timer, clipboard, and your shooting partners.

## TIMER

You will have 5 minutes to take 4 shots. Start the timer after you have settled comfortably on your cushion, but before you have begun range- finding or have gotten strapped up in your harness. If your timer goes off before you have taken 4 shots, you lose the shots you did not take in time. "DEMONSTRATE TIMER USAGE"

# SCORECARD

As each competitor shoots, a squad member marks his card. X for knock- downs, 0 for misses. Call for a Marshall to correct errors in scoring. Each shooter is responsible for making sure his card is accurately marked before going to the next lane. When your squad has finished shooting the course, the total score must be written in the lower right hand corner. Also, you need to sign your card and a fellow squad member must sign the witness line. All scorecards must be put in THIS BOX immediately after you come out of the shooting area.

## SHOOTING TARGETS

There are \_\_\_\_\_ shooting lanes. Each lane has 2 targets. Shoot the near target twice, then shoot the distant target twice. So you should have a possible score of 4 points per lane for those \_\_\_\_\_ lanes, \_\_\_\_ pts total.

## TARGET MALFUNCTION

All targets have been checked for proper function. If you shoot a target and it does not go down and you think the target is at fault, call a Marshall. The Marshall will test the target. If the target is found to be functioning properly your shot will be counted as a miss. If the target is found at fault it will be repaired or replaced and you will retake your shot. Retaking a shot due to a faulty target only applies to the last shot taken.

| Marshalls today are |                               | and    | on the  | course, |
|---------------------|-------------------------------|--------|---------|---------|
| and                 | _ and                         | on the | course. |         |
| EXPLAIN COURSE      | LOCATIONS                     |        |         |         |
| TIED FINAL SCORE    | <b>S</b> will be settled by _ |        |         |         |
| SPECIAL ANNOUNC     | EMENTS                        |        |         |         |
|                     |                               |        |         |         |
|                     |                               |        |         |         |
|                     |                               |        |         |         |

#### ANY QUESTIONS?

### **CLOSE WITH PRAYER**

**ANNOUNCE** – We hope to call a HOT LINE and begin shooting in about \_\_\_\_\_ minutes. Have FUN!