

VINTAGE SNIPER RIFLE FIRING PROCEDURES - ELECTRONIC TARGET (EST) RANGES

Update: 5Jan25

**To Download this file, click on File (next to the blue file),
Download and choose the format you would like to download.**

RANGE COMMANDS FOR ELECTRONIC TARGET (EST) RANGES

Instructions:

- **EST Ranges Only.** These commands and firing procedures are for ranges with 600- and 300-yard lines that are equipped with electronic scoring targets (EST).
- **Teams.** Vintage Sniper Rifle Teams consist of two persons who alternate roles as firers and spotters. Each team member must fire 10 shots at 300 yards and 10 shots at 600 yards (2 x 20 shots, 40 total shots per team).
- **Squadding.** Each team is assigned to one firing point (one target); team members alternate firing on their firing point.
- **Verifiers.** One member of a team on a preceding or succeeding relay should be assigned to act as a Verifier for each team. Verifiers are responsible for confirming that shots were fired and scored and for recording the scores displayed for each record shot. Verifiers are also responsible for reporting any unclaimed shots, missing shots, score value protests or other issues to a Range Officer.
- **Match Procedure.** The conduct of one relay of the Vintage Sniper Rifle Team Match must follow this sequence at each range (300 yards and then 600 yards):
 - **Call to the Line.** Two minutes are allowed for team members to move their equipment to their firing points.
 - **Preparation Period.** Three minutes are allowed for team members to take their positions and prepare for firing sighting shots.
 - **Sighting Period.** Five minutes are allowed for teams to fire sighting shots. One or both team members may fire Sighting shots.
 - **Pause.** There is a one-minute pause after the Sighting period when firers can make their final preparations for record firing. The **LOAD AND STANDBY** command for the first shot is given after 50 seconds.
 - **First Firing Period.** Ten seconds after the **LOAD AND STANDBY** command is given, the sequence of 15-second firing times and 20 second preparation times begins and continues until ten shots are fired.

- **Changeover Period.** Two minutes are allowed for firers and spotters change roles and for the second team member to prepare for firing. After one minute, 50 seconds, the **LOAD AND STANDBY** command for the first shot is given.
- **Second Firing Period.** Ten seconds after the **LOAD AND STANDBY** command is given, the sequence of 15-second firing times and 20 second preparation times begins and continues until ten shots are fired.
- **Range Clearing.** After the second firer has fired ten shots, all rifles must be cleared, and team equipment removed from the firing points in preparation for the next relay.
- **Technical Officer Operation.** At the start of each relay, the Technical Officer must set the targets in Sighting mode. At the end of the 5-minute Sighting period, the Technical Officer must clear all targets and set them in Match mode.
- **LOAD AND STANDBY.** When the **LOAD AND STANDBY** command is given, competitors are authorized to load one cartridge, close rifle actions and shoulder their rifles in preparation for the next shot.
- **START.** When **START** commands are given, firers are authorized to fire one shot within the 15-second firing time. The firing time is shorter because electronic targets score shots instantly and make it possible for teams to make sight and aiming corrections during the 20-second preparation period while teams firing on pit-operated targets do not receive shot scores until the firing period begins and their targets come up.
- **DISMOUNT.** When the **UNLOAD...DISMOUNT** command is given, firers must open rifle actions and lower rifles from their shoulders.
- **Early or Late Shots.** Any shot fired before the command **START** or after the command **CEASE FIRE** must be scored as a miss.
- **RANGE COMMANDS.** The Chief Range Officer will use the following commands to conduct each firing stage:

COMMAND	PROCEDURES
RELAY (number) IN THE VINTAGE SNIPER MATCH, TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD WILL BEGIN IN TWO MINUTES	<i>After being called to the line, one or both team members may handle their rifles and prepare for firing. They may not remove safety flags, close rifle actions or dry fire. Verifiers must take their positions to the rear of the team members.</i>
Time: Two (2) minutes; after two (2) minutes	
YOUR THREE-MINUTE PREPARATION PERIOD BEGINS NOW	<i>One or both team members may get into position, remove safety flags, and dry fire.</i>
Time: Three (3) minutes; after three (3) minutes	

<p>YOUR PREPARATION PERIOD HAS ENDED...TEAMS WILL HAVE FIVE MINUTES TO FIRE UNLIMITED SIGHTING SHOTS</p> <p>ON THE FIRING LINE...LOAD...<u>START</u></p>	<p><i>Either or both team members may fire sighting shots and/or be spotters during this period.</i></p>
<p>Time: 5 minutes; after 5 minutes:</p>	
<p>CEASE FIRE...UNLOAD...YOUR SIGHTING TIME HAS ENDED...</p>	<p><i>When the CEASE FIRE command is given, firers must open the actions on their rifles and unload them.</i></p> <p><i>The Technical Officer must clear the targets and change them from sighting to match mode.</i></p>
<p>Time: 50 seconds; after 50 seconds</p>	
<p>LOAD AND STANDBY</p> <p>(After 10 seconds)</p> <p><u>START</u></p>	<p><i>The team member who will fire first must be in position ready to fire when the five-minute sighting period ends. When LOAD AND STANDBY commands are given, competitors are authorized to load, close rifle actions, and shoulder their rifles. After 10 seconds, the <u>START</u> command is given. Firers must fire each shot within 15 seconds.</i></p>
<p>Firing time: 15 seconds; after 15 seconds:</p>	
<p>CEASE FIRE...UNLOAD...DISMOUNT</p>	<p><i>Firers must open rifle actions and take rifles from their shoulders. Verifiers must record the scores displayed for each shot.</i></p>
<p>Interval time: 20 seconds; after 10 seconds:</p>	
<p>LOAD AND STANDBY</p> <p>(After 10 seconds)</p> <p><u>START</u></p> <p>CEASE FIRE...UNLOAD...DISMOUNT</p> <p>TENTH AND LAST SHOT FOR RECORD...LOAD AND STANDBY...(10 sec.)... <u>START</u></p>	<p><i>10 seconds after the CEASE FIRE...UNLOAD...DISMOUNT command, the next LOAD AND STANDBY command is given. 10 sec. after the LOAD AND STANDBY command, the <u>START</u> command is given.</i></p> <p><i>The LOAD AND STANDBY.. (10 sec.) ...<u>START</u> ... (15 sec.) ... CEASE FIRE...UNLOAD... DISMOUNT... (10 sec.) sequence shall continue until this announcement before the 10th and last shot of the firer's 10-shot series.</i></p>
<p>After the 15 second time limit for the 10th shot:</p>	

CEASE FIRE...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS	<i>As soon as safety flags are inserted and rifles are cleared, each team's firer and spotter must switch roles. The teams have two minutes to do this.</i>
Time: One (1) minute, 50 seconds (after 110 seconds):	
REMOVE SAFETY FLAGS, LOAD AND STANDBY (After 10 seconds) <u>START</u> TENTH AND LAST SHOT FOR RECORD...STANDBY...(10 sec.)...<u>START</u>	10 seconds prior to the first target exposure (after one minute, 50 seconds), the REMOVE SAFETY FLAGS, LOAD AND STANDBY command is given. 10 seconds after the STANDBY command, the <u>START</u> command is given. The LOAD AND STANDBY.. (10 sec.) .. <u>START</u> ...(15 sec.) CEASE FIRE...UNLOAD... DISMOUNT... (10 sec.) sequence shall continue until this announcement before the 10 th and last shot of the firer's 10-shot series.
After the 15 second firing time for the 10 th shot:	
CEASE FIRE...CLEAR ALL RIFLES AND INSERT SAFETY FLAGS...	<i>This concludes the firing for this stage of fire.</i>
IS THE LINE CLEAR? THE FIRING LINE IS CLEAR, RELAY (number) REMOVE YOUR EQUIPMENT FROM THE FIRING LINE AND POLICE YOUR BRASS AND TRASH	<i>If the answer is NO, command:</i> THE LINE IS NOT CLEAR <i>After confirming that the line is clear, resume commands with IS THE LINE CLEAR?</i>
After clearing the line, the Chief Range Officer must instruct another relay of teams to take their positions or have teams move from the 300-yard line to the 600-yard line or conclude the match.	