

**Hosted by**  
***Alliance Rifle Club***  
**Hoffland Range – 10 miles east of Alliance, Nebraska**

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## **ARC Military Match Info**

### **CLASSES**

**STOCK MILITARY BOLT RIFLE** – ANY BOLT ACTION RIFLE USED BY ANY ARMY AS A STANDARD MILITARY RIFLE. THE RIFLE MUST APPEAR ON THE OUTSIDE TO BE UNALTERED. TRIGGER JOBS ARE ALLOWED. NO TARGET SIGHTS OR HOODED SIGHTS ALLOWED. (1903-A3, K31 SWISS, MAUSER, 1917, ENFIELD, MOSIN, ROSS)

**STOCK MILITARY SEMI-AUTO RIFLE** – ANY SEMI-AUTO RIFLE USED BY ANY ARMY AS A STANDARD MILITARY RIFLE. THE RIFLE MUST APPEAR ON THE OUTSIDE TO BE UNALTERED. TRIGGER JOBS ARE ALLOWED. NO TARGET SIGHTS OR HOODED SIGHTS ALLOWED. (GARAND, M1 CARBINE, SKS, AK47, AR-15)

**EARLY MILITARY CLASS** – ANY NON-BOLT ACTION RIFLE USED BEFORE 1891 AS A MILITARY RIFLE BY ANY ARMY IN THE WORLD. (SHARPS, ROLLING BLOCK, FALLING BLOCK, 1886 WINCHESTER, STEVENS 44, TRAPDOOR)

**MILITARY TARGET CLASS** – ANY OF THE ABOVE MENTIONED RIFLES FITTED WITH TARGET IRON SIGHTS. (CG-63, GARAND MATCH, M-1A MATCH, SWEDE 96 WITH DIOPTER, K31 WITH DIOPTER)

**MILITARY SNIPER CLASS** – ANY MILITARY RIFLE USED AS A STANDARD SNIPER RIFLE, BY ANY ARMY, PRIOR TO THE VIETNAM WAR (NO HEAVY BARRELED VARMINT RIFLES ALLOWED). THE INTENT IS TO SCOPE A 96 SWEDE, A 98 MAUSER, A 91/30, A K31, A 1903A3 OR SOMETHING SIMILAR. THE MOUNTS AND SCOPE TO NOT HAVE TO BE “AS ISSUED”. MOST OF THE SCOPES USED ON THE OLD SNIPERS WERE NOT MORE THAN 6 POWER, SO IF YOU MOUNT A VARIABLE SCOPE THE MATCH MUST BE SHOT ON 6 POWER (A 3 x 9 SCOPE WITH MILDOTS IN A MODERN MOUNT IS LEAGAL AS LONG AS THE MATCH IS SHOT AT 6 POWER OR BELOW. NO TARGET TURRENTS WITH SCALES. IF THE INTENT IS TO CHEAT THE RULES THE SHOOTER WILL BE PUT IN “EXPERIMENTAL CLASS”.

## **MATCHES**

**MILITARY** – MILITARY RIFLES SHOT AT DISTANCES FROM 100 TO 700 YARDS ON METAL GONG TARGETS. AT LEAST ONE DISTANCE WILL BE SHOT OFF HAND AND UNORTHODOX SHOOTING POSITIONS MAY BE REQUIRED FOR SOME OF THE OTHER DISTANCES. 50 SHOTS FOR SCORE WITH 10 SIGHTERS ALLOWED (2 PER TARGET). BRING 100 ROUNDS OF AMMO.

**SILHOUTTE** – SHOT AT STEEL SILHOUTTE TARGETS AT 100, 200, 300, 385, AND 500 YARDS. AT LEAST ONE DISTANCE WILL BE SHOT OFF HAND AND ONE SHOT OFF OF CROSS STICKS. UNLIMITED SHOTS ALLOWED IN A LIMITED TIME FRAME OF 1 1/2 MINUTES FOR 5 TARGETS. 50 ROUNDS FOR SCORE - BRING AT LEAST 100 ROUNDS OF AMMO

**LONG RANGE** – SHOT AT 700, 800, 900, AND 1000 YARDS FROM THE BENCHES. USUALLY 8 TO 10 SHOTS FOR SCORE AT EACH TARGET AND THE TARGETS ARE METAL GONG TARGETS. BRING 100 ROUNDS OF AMMO.

THE MATCHES WILL START ON TIME. BE THERE TO SIGN UP 30 MINUTES BEFORE THE START TIME.

THE MATCH DIRECTOR WILL PLACE THE RIFLES AND SHOOTERS IN CLASSES. THE MATCH DIRECTOR'S DECISION IS FINAL. ANY ACCIDENTAL DISCHARGE WILL RESULT IN A MATCH DISQUALIFICATION WITH THE MATCH FEES FORFITED.

BPCR SHOOTERS ARE WELCOME AT ALL OUR MATCHES.

NO STEEL CORE OR ARMOR PIERCING AMMO ALLOWED.

MUZZLE BREAKS AND COMPENSATORS ARE NOT ALLOWED IN THE MILITARY MATCHES UNLESS THEY ARE STANDARD MILITARY ISSUE FOR THAT PARTICULAR FIREARM.

THE MATCH DIRECTOR AND ACTING RANGE OFFICER HAVE FINAL SAY ON ANY AND ALL DECISIONS.