

Electronic Targets

The League now uses electronic targets. Shooting and scoring on e-targets requires a tablet rather than a spotting scope and stand. An Amazon Fire 8 or Nexus 7 are currently recommended; these are frequently on sale for \$40-50; any web-enabled device (i.e. provides a regular browser such as Chrome, Safari, Silk, etc.) will function but something larger than a phone screen is required to be practical. Screen clarity in daylight and battery life are the primary considerations. You should also have a small clipboard for scoring. A small weekly surcharge may become necessary as we gain more experience with the electronic target equipment's durability and susceptibility to damage from weather and errant shots. Persistent, excessive damage to shot sensors due to errant shots may result in fees being levied.

High Power Clinic

Shooters new to High Power competition in general should attend the one-day *New Shooter High Power Clinic* that is offered by Konrad Powers, the state High Power Chairman, in April. See the events calendar on the ISRA web for the Saturday date [<http://isra.org/Events/TheOfficialISRACalendar.aspx>]. This approximately 6-hour presentation includes a live-fire opportunity to zero your sights, try out the positions (offhand, sitting, prone) with individual, expert-level coaching and to discuss gear requirements and preferences with other shooters. See the web listing for details, date/time and contact information.

Course of Fire

The ISRA Tuesday Night Irregular Rifles operate as an NRA Approved Tournament and scores are submitted at season end to establish or modify shooters' NRA High Power classifications. The course of fire will be a modified 80 Shot Regional Course (NRA Rules 7.15 & 8.2) that requires 80 rounds total at 200-yards and 300-yards, over 2 weeks. The match will consist of four stages of fire, each preceded by a 2-minute period for the firing of 2 sighting shots. The stages are as follows:

First week

Standing Offhand Slow Fire	SR Target	20 rounds in 20 minutes at 200 yards
Sitting Rapid Fire	SR Target	2, 10 round strings each in 60 seconds at 200 yards

Second week

Prone Rapid Fire	SR-3 Target	2, 10 round strings each in 70 seconds at 300 yards
Prone Slow Fire	MR-63 Target	20 rounds in 20 minutes at 300 yards (reduced 600)

On the first week, and every second week following, the 200-yard segment of the match will be fired. On the second week, and every second week following, the 300-yard segment will be fired. A League member must fire a 200-yard segment and a 300-yard segment for League scores to be recorded. Each shooter's first 200-yard segment fired will be matched with the first 300-yard segment fired, and so on. In the event of a cancellation due to weather, the missed match will be fired on the next Tuesday and the subsequent schedule adjusted accordingly.

Current NRA High Power Rules will apply. In the absence of an applicable NRA rule in the most current rule book, CMP rules will be applied. In the interests of time, no alibis are permitted.

League members, including Juniors, must participate in at least 5 complete matches (10 weekly match segments) in order to qualify for League awards. Juniors must fire 3 complete matches (6 weekly match segments) to qualify for Junior awards. While any safe rifle may be used in matches, only those scores shot in compliance with NRA Rules 3.1 (Service Rifle) and 3.3 (NRA Match Rifle) will be considered for League awards. Scores will be submitted to NRA for classification purposes at the conclusion of the season. Assuming sufficient participation to define an NRA class, a 30-caliber

specific championship will also be awarded from among those firing at least 3 complete matches with any 30-caliber vintage service rifle (M1A, M1, 1903, 1903A3, 1917; shooters may change rifles among the 3 matches).

Note that all rules, procedures and fees herein are subject to change pending NRA, CMP and local early season rule revisions. You can email the League contact with questions at any time. [TNIRLeague@gmail.com]

Prospective shooters are welcome to come out any Tuesday evening to observe a match and have any questions answered.

Equipment Basics

Rifle: Rifles to be used in High Power Rifle competition should be equipped with metallic sights or scopes. The type of sights you choose on your rifle will determine the division of the rifle. Tournament programs group competitions into two divisions, Service Rifle and Match Rifle. The rifles currently defined as "Service Rifles" include the M1, M14, M16 and commercial (M1A, AR-15) equivalents.

As of 2016 the NRA rules permit the use of scopes (max 4.5 power) and forearm rails on AR-style service rifle in place of the classic iron sights and round handguards. See the current NRA rules for details on permitted configurations. AR style guns in Service or Match configuration (the latter permit higher magnification scopes – see the NRA rule book) have been dominant in High Power for several years now. Nonetheless a number of shooters still use classic guns from a previous era for at least some of their matches each season.

The majority of shooters, and all those competitive for League awards in the last decade, will use Service Rifles – generally 20" AR-15 rifles. Most now choose a variable power 1-4.5 scope and an adjustable butt stock. The League does recognize a 30-caliber division for those firing M1, M1As and even the occasional 1903 or 03A3 but those have not been competitive for overall honors for quite some time now.

Magazines: For AR's, 20 round straight body and 30 round curved magazines are legal. Reduced capacity magazines (single shot, e.g. "Bob sled" or 5/10 round) magazines may be used but the external dimensions must match those of the straight 20 round mag. 30 round magazines are generally a hindrance in prone fire as it is not permitted to use them as a rest against the ground. Service rifle AR's must fire the standard 223/5.56 round; M14/M1A's are limited to 7.62/308 caliber and must use the standard 10 or 20 round box magazine, while M1's (Garands) may be in 308 or 30-06 and may use reduced capacity clips available in 1, 2 and 5 round sizes. Rapid fire matches require 1 reload during the string of 10; mags/clips are traditionally loaded 2 & 8 although 5 & 5 is permitted.

Sling: A leather, web or biothane sling should be installed in parade position during offhand relays. In prone and sitting positions a properly installed sling should be used on the upper offside arm to greatly improve stability. One and two-point slings aren't appropriate for HP; 1903-design slings are available from a number of manufacturers.

Spotting Scope: (Note: This League now uses electronic targets but other ranges you may wish to shoot on are likely to have paper targets) A spotting scope or a substitute optical device (perhaps binoculars to start with) is important for scoring and observing the placement of shot spotters on the target. The beginning shooter will benefit from the use of about any scope which gives an erect image. The most suitable spotting scopes, however, have a magnification of from 20 to 25 power and an objective lens at least 50mm in diameter. Eyepieces angled at 45 degrees are convenient for using the

scope without disturbing the shooting position.

When using electronic targets the spotting scope is replaced with a tablet to display shot values. A scope may still be of use for evaluating wind conditions down range although that is not generally an issue at our relatively sheltered 300 yd range.

Shooting Coat: A shooting coat is equipped with elbow, shoulder and sling non-slip pads which contribute to the shooter's comfort and ability to hold position. Since there are several styles of shooting coats of varying cost, the shooter is advised to try several out and discuss options with experienced members before making an investment.

Shooting Glove: The shooting glove's primary function is to protect the forward hand from the pressure of the sling. Any heavy glove will serve the purpose until the shooter makes a final choice among several shooting glove styles available.

Ammunition: Most competitors eventually learn to handload (reload) their cartridges. Careful handloading will yield ammunition less expensive and more accurate than is commercially available at a reasonable price. Tracer, incendiary and armor-piercing ammunition are prohibited.

Misc: “Slow fire” – each round is loaded one at a time; a mag must be in place.

“Rapid fire” – 2 mags or clips are used for each string of 10, loaded as either 2 & 8 or 5 & 5. Non-box magazine rifles, such as the 1903, use 2 stripper clips for rapid loading of 5 each.

The list of equipment can seem daunting at first but many a shooter has begun with just eye and ear protection, an M-16 style, iron-sighted AR, some commercial ammo, a pair of binoculars (a tablet at our range) instead of a spotting scope and a piece of carpet remnant in place of a shooting mat. As your skills develop you will be better able to determine what equipment might facilitate your progress. The shooters at the weekly matches are always willing to answer questions or allow a newcomer to try out a piece of gear.

See <https://www.6mubr.com/highpowerbasics.html> and similar sites you can google for High Power basics. Note that some sites may not yet be updated to include scope use on a Service or Match rifle.

Target scoring

Three targets are employed over the course of a complete, 80-round match:

Target	Black	Diameter (inches)	White
200 yd Offhand/Sitting SR target	X	3	Rings extend out to 5 with a diameter of 37 inches
	10	7	
	9	13	
300 yd Rapid Prone SR-3 target	X	3	
	10	7	
	9	13	
	8	19	
600 yd Slow Prone MR-63 target (600 reduced for 300 yd use at the ISRA range)	X	2.85	Rings extend out to 5 with a diameter of 29.85 inches
	10	5.85	
	9	8.85	
	8	11.85	
	7	17.85	

You can shoot your first weekly match without being required to register for the League. Come out any Tuesday between 4:00 and 4:30 (earlier if you are unsure of the zeroes for your sights and ammunition) to get oriented.

Don't forget the April *New Shooter High Power Clinic* at the range!

E-mail TNIRLeague@gmail.com with questions and for further information.