

Winnequah Gun Club's  
4th of July 2008

**“RATTLE BATTLE” 2 -MAN TEAM CLUB SHOOT  
(An Outrageously Modified Infantry Trophy Team Match!)**

The purpose of this Club shoot is to give shooters a gentleman's taste of what “Rattle Battle” shooting is all about, and to have some fun celebrating Independence Day the way it should be done - with the smell of burned powder and a lot of noise! Anyone who comes thinking this will be a serious match, will be seriously disappointed!

The shoot is open to any Club members or guest on a first come basis to the capacity of the Range (Approximately 20 Two Man Teams). Competitors should try to “Team-up” before coming to the Range. Individual competitors are welcome, but may not be able to find someone in order to “Team-up” with at the Range

To pre-register, contact Johnny Gerbitz by telephone at (cell) 608-513-1301 or by e-mail at [johnny.gerbitz@fhwa.dot.gov](mailto:johnny.gerbitz@fhwa.dot.gov) by 4 PM, Wed, July 02. Or, you may register at the Range on July 4th.

I) GENERAL SCOPE OF THIS MODIFIED “RATTLE BATTLE” SHOOT:

- a) 2 Man Teams (No coaching by support personnel during firing. Brass pickers, etc allowed)
- b) Four Targets per Team
- c) 140 Rounds Maximum per Team (Includes all Sighting Shots. Teams may divide their ammo however they wish)
- d) Shooting Coats, Sling, Mats, and Spotting Scopes will be allowed.
  - 1) Competitors may use their vehicles to move their shooting gear between firing line, and for doing Pit Duty
  - 2) For competitors who choose to walk and carry their shooting gear between firing lines, the Range Officer will help haul their equipment back to the 600 yd line before pit changes.
- e) 2 minute pre-preparation period, and 5 minute combined Preparation and Sighting Period will be provided for each stage of fire

II) CATEGORIES:

- a)
  - 1) Hunting Rifle, Any Sight;
  - 2) Old Military Bolt Action Rifle; Iron Sights
  - 3) Match Rifle; Iron Sights;
  - 4) Semi-Automatic Service Rifle, Iron Sights;
  - 5) Any Rifle (including Service Rifles), Any Sight; &
  - 6) Open Class: Any Rifle, Any Sight, Bipods, Muzzle Breaks, etc
- b) Team members may use rifles of different caliber and in different categories. However, the team's category will be determined by the highest category either team member's rifle is classed in (ie category 1 through 6, with 6 being the highest category). The Range Officer will have the final say on which category a team will be classed in..

III) REGISTRATION:

- a) You may pre-register by contacting Johnny Gerbitz at telephone number (Cell) 608-513-1301 or by e-mail at [johnny.gerbitz@fhwa.dot.gov](mailto:johnny.gerbitz@fhwa.dot.gov) up to 4 PM, Wed, July 02. Or, you may register at the Range on July 4th. No fees accepted in advance. Entries will be accepted on a first come basis. Registration will be at the 600 yd line, weather permitting.

- b) Registration will open about 7:30 AM and close at 8:30 AM for the first shoot of all teams across the course. Reentries and mixing of team members to the capacity of the range will then be accepted. All teams will then be squaded.
- c) Registration will be reopened for reentries and mixing of team members to capacity of range after all squaded teams have completed their relays.
- b) Estimated Range Capacity: 20 teams total, 4 teams maximum per relay, 1 hour per relay to shoot across the course, 5 relays for the day. Registration or reentries for the last relay will close no later than approximately 1:00 PM.

#### IV) FIRING TIME:

9:00 AM (First relay)

#### V) FEES:

- a) Members; \$ 5.00 per shooter per team entry (\$10.00 Total)
- b) Non-Members; \$ 10.00 per shooter per team entry (\$20.00 Total)

#### VI) COURSE OF FIRE:

- a)
 

Stage 1;	600 yd	prone	50 seconds	Full Silhouette
Stage 2;	500 yd	prone	50 seconds	Full Silhouette
Stage 3;	300 yd	sitting	50 seconds	Shoulder Silhouette
- b) There will NOT be a 200 yd standing stage in order to expedite the match. Shoot'm at 300 yds, or lose'm!
- c) Shooters will start each stage in the position stated with their firearms in the "Loaded and Ready" mode. No alibies. No refires. Crossfires on other teams' targets will be included in the other teams' scores

#### VII) SCORING:

- a) All scoring will be done in the pits and recorded on score cards by the teams in the pits. Scores will be displayed to the shooting teams on chalk boards. Challenges will be resolved by the Pit Officer and Line Officer by radio prior to moving to the next stage of fire.
- b) All shots on the target will be marked (in order to show the shooters where they shot!)
- c) Only hits on the silhouettes will count for score
- d) 6 hits on a target to "Square" the target (ie 1 target "squared" = 1 extra hit, 2 targets "squared" = 4 extra hits, 3 targets "squared" = 9 extra hits, & 4 targets "square" = 16 extra hits)
- e)
 

600 yds;	(hits + squares)x4 = sub-total score
500 yds;	(hits + squares)x3 = sub-total score
300 yds;	(hits + squares)x2 = sub-total score
Total score = Sum of sub-total scores	

#### VIII) AWARDS:

Awards will be issued for:  
 1st place in each category with 3 or more teams,  
 3rd place in each category with 5 or more teams, &  
 5th place in each category with 7 or more teams.