



THE RNBRA FULLBORE 2023 ANNUAL PRIZE MEET



**July 29 – July 30
Batouche Range
5 CDSB Gagetown
New Brunswick**

Welcome!

Match fee \$100, Juniors \$55. One day fee \$55. Individual Matches may be entered on a space-available basis for a \$15 fee. DCRA membership is required or pay an additional \$10 insurance fee.

Round Count (including sighters): 118

Match Director: Laura Kaderly, kaderly+fullbore@gmail.com



<https://rnbrafullboreblog.weebly.com/>

Wifi: **ShotMarker**

IP: **192.168.100.1**

Safety

All rifles must have a bolt flag in the chamber OR the bolt removed at ALL times except during live fire.

No rifles to the line until the RO gives permission. Do not remove the bolt flag or load ammunition until the RO announces it is time.

If you remove your bolt flag at any time, the rifle must be cleared by the RO before you may reinsert the bolt flag. This includes behind the line and on the firing line.

Bolt flags are available for purchase during registration or at any time from the Match Director for \$2.00.

Food & Drink

Sandwiches will be provided for lunch on both days. Water and snacks will be provided on the range. Please stay hydrated!

Consumption of alcohol or drugs is not allowed on the range. Smoking on the firing line is not allowed.

A Competitor's Dinner will be held Saturday night, 6pm at Gahan House Riverside located at 426 Queen Street, Fredericton. Free parking is available along Queen Street and at the York Street Carpark. Guests are welcome. Dress is business casual. No host – menu and pricing are available online at <https://fredericton.gahan.ca/menu/>.

Classes

TR: 223 or 308 with 155 grain only, metallic aperture sights, no bipod, heavy trigger.

F/TR: 223 and 308, any bullet weight, scope, bipod attached to rifle, 8.25 kg weight limit. Mat under front bipod must not provide any recoil tracking support.

F-Open: Any caliber under 8mm, any bullet weight, front rest not attached to rifle, 10 kg weight limit.

Squadding

Squadding within a relay will be random and pre-assigned. For the final stage of the Governor General's match, the top scoring shooters (based on aggregate of the GG Stage 1 and Stage 2) will be squadded on the last relay in order of ranking.

Tie Breaking

Shoot-offs will be used to break ties in the overall aggregate of the Prince of Wales and the Governor General's matches only. Ties in other matches will be determined by:

1. Highest score at the longest ranges
2. Countback of the shots on score starting with the last shot fired
3. Highest number of converted sighters

If there is still a tie, the Match Committee will be asked to resolve the situation.

Match Procedures

Be ready when your relay is called to the line by the RSO. There will be four-minute prep time before each individual relay. Do not fire until the RSO announces it is OK to do so.

On the first match of each day, there will be a one-minute fouling period. Foulers must not hit the targets or they will count on record. The RSO will announce when the fouling period starts and ends.

Competitors on the same lane will score for each other. Pass your scorecard to the right (i.e., the person who shoots before you will score for you). All scorekeepers are responsible for recording scores fairly and accurately. When you are finished, do not clear the target. The assistant will do this for every relay.

See section *Scorecards & Scoring* and *Protests* for further rules and procedures.

Tips for using a tablet

- At the start of each relay, always double check your device is displaying the target you are shooting at!
- Increase the screen brightness to maximum.
- Set the “sleep” or “auto-lock” timeout to minimum 15 minutes.
- Keep tablet out of direct sunlight when not in use.
- On the firing line, place in a stand or lean against your shooting bag to improve connection to the Access Point.

Each competitor is responsible for knowing basic operation of their tablet, including powering on, connecting to a WiFi network and opening a web browser. They are also responsible for ensuring their tablet is charged to last an entire day of shooting.

Note that in extreme hot weather, electronics may shut off. It is recommended to provide sun shade for your tablet when possible. The system can also be viewed on a smartphone, which you may want to use as a backup.

Problems Connecting

- Check that you are still connected to the ShotMarker wifi network
- Refresh the webpage
- Try a different browser
- Try a different device
- Ask for help

Wifi: **ShotMarker**
IP: **192.168.100.1**

Scorecards & Scoring

The 2023 revision DCRA rulebook applies. In addition, specific scoring procedures for e-targets outlined here related to resolution of errors will apply in order to ensure that scores are applied fairly to all competitors regardless of skill level or experience interpreting and interacting with the e-target system.

The electronic target system used will be ShotMarker. Tablets are required by all shooters. DCRA targets will be used, except F-Class will shoot on the ICFRA target at 800 and 900 meters.

The system will be configured to work similarly to manual targets. There will be a 10-second delay between the shot reaching the target and the shot position display. Shots fired by a competitor before the delay period of the previous shot has completed will be scored zero. There will be no grid and no other stats displayed (e.g., velocity).

Each shot recorded will be displayed with a name such as L3 (left shooter's third on score), or RS1 (right shooter's first sighter).

The system will show one shot at a time except in the case of multiple shots that arrived within 20 seconds (e.g., crossfire, firing quickly). Any shot can be selected by tapping it. A new shot will usually be selected, and selected shots appear in yellow. A new shot is also highlighted with a blue ring for a short time.

Shots that miss the target within 2-3 feet will be recorded as a zero and a message will be displayed that a shot missed the target. The position of the shot will not be displayed.

Competitors will record scores on paper scorecards manually and also verify the electronic record is in agreement with the manual record as each shot is recorded.

Both the scorekeeper and shooter must verbally acknowledge the score before the next shooter is allowed to fire. Firing a shot out of turn, including before the previous score has been accepted, is a loss of 1 point for that shot.

Your turn starts when the person before you acknowledges their score. There is a time limit of 45 seconds per shot. Taking longer than 45 seconds will incur a warning; additional violations will incur a loss of 1 point.

The electronic target will display scores for each Left/Middle/Right shooter separately.

In the event of a crossfire, missed shot or anything else causing your target's score to be incorrect, call over the assistant.

The e-target will automatically convert sighters that are 5 or V. If you choose not to convert or would like to convert a score less than 5, the electronic score will be corrected at the end of the relay.

Scorecards need to be reviewed and signed by both the shooter and the scorekeeper. If there is a problem with the correctness of the score, do not sign the scorecard.

E-targets will be cleared by the assistant and scorecards accepted after the scorecards are confirmed with the electronic record. If the paper record does not match the electronic record, the scorecard will be reviewed and corrected to reflect the shots that were actually fired by the competitors.

Any errors found in the scorecards will be communicated to the shooters immediately and the shooters have the right to protest any score until 30 minutes after the end of the final relay.

If you shoot and nothing appears on the e-target:

A score of 0 is recorded. Call over the assistant who look for a crossfire or a near miss. The shooter may choose to challenge the shot. If a shot is challenged, they must tell the assistant and their scorekeeper, and the shot is marked with a "C" to indicate it is challenged. Shooting may then continue.

The assistant may allow one extra provisional shot per challenged shot (to be fired in normal sequence after normal scoring shots are complete) which may be required in the event that a challenged shot is removed.

After the relay is over, the assistant will investigate the challenged shots and inform the shooter of the result. If the shooter disagrees with the result, it may be protested to the Match Committee.

If an extra shot appears on the e-target:

Seeing two shots displayed does not necessarily indicate that a crossfire has occurred. This can happen if the two shooters fire quickly, or an earlier shot is selected. If an extra shot has appeared, call over the assistant who will look for a crossfire or an explanation for the appearance of two shots.

If it is determined that two valid shots were measured at the same time and it is not possible to positively identify which shot was fired by which shooter, the shooter will receive the higher value.

If you shoot and a warning or error message appears:

Call over the assistant who will investigate. They may determine:

- the shot is valid and shooting may continue
- the shot is invalid and the shooter must challenge the score (required)
- the shot is questionable and the shooter may challenge the score (optional)
- the target is not working and the shooters must move to another target

The assistant will strive to ensure that an investigation on the line will take no longer than a traditional challenge would with manual targets. Should more time be needed, and the target is functional, priority will be given to continue shooting. The assistant will ensure that the electronic record will assign the next shot to the correct shooter in sequence. Any unresolved scoring issues can be reviewed after the relay.

Before leaving the mound, ensure that you have enough shots fired and correctly recorded to complete your relay. If it is determined that you are missing a shot, and there is no provisional value available to replace it, the missing shot may be scored 0.

Once a shot is challenged, the challenge may not be withdrawn afterwards. The scorecard will be reviewed and the final score applied will be the correct sequence of valid shots fired by that competitor.

A shooter must indicate whether a sighter should be converted prior to the next shot being fired on that target. This applies to shots which immediately follow challenged sighters that could also become sighters after review. Otherwise, the sighter is assumed to be not converted.

A competitor who misses the target with four consecutive shots must withdraw until the other competitor on the same target has finished. They may then complete their own series with no further sighters.

Coaching during individual matches is not permitted.

Protests

All shooting and scoring challenges must first be made to the Match Director (MD). If these cannot be resolved, a formal protest may be directed to the Match Committee (MC). This can be done verbally to one of the MC members. At the most convenient time, the MC will meet in private and discuss the issue.

The MC will make a decision and inform all parties involved and the MD. If necessary, all competitors will be informed.

The MD or competitor may escalate the review process to the Match Committee through a formal protest for any reason.

A shooter who disagrees with the decision of the Match Committee may raise the protest to the NB Fullbore Section executive.

Saturday July 29

8:00 AM	Range Gate Open
8:30 AM	Registration at 900m
9:30 AM	Welcome & Safety Briefing at 300m
10:00 AM	Match 2a: Prince of Wales 1st Stage T. Eric Snow Match, 2+7 @ 300m
10:50 AM	Match 1: John Gibson Memorial Match 2+10 @ 300m
12:00 PM	Lunch & change target faces
12:45 PM	Match 2b: Prince of Wales 2 nd Stage G. Burge Match, 2+10 @ 600m
1:55 PM	Match 4a: Governor General 1st Stage Al Lockett Match, 2+15 @ 600m
3:15 PM	Al Lockett Awards Presentation
6:00 PM	Competitors Dinner Gahan House Riverside, 426 Queen St

Each relay begins with a 5-minute preparation period where the bolt flag may be removed but no ammunition may be loaded.

A one-minute fouling period will be allowed before Match 2a for both relays.

Saturday Round Count: 50

Sunday July 30

8:00 AM	Range Gate Open
8:30 AM	Welcome & Safety Briefing at 600m
9:00 AM	Match 3: Alban Emery Match 2+15 @ 600m
10:20 AM	Break to change target faces
10:35 AM	Match 2c: Prince of Wales 3 rd Stage 2+15 @ 800m
11:55 AM	Lunch
12:20 PM	Match 4b: Governor General 2nd Stage Andy Gunter Match, 2+15 @ 900m
1:40 PM	Match 4c: Governor General 3 rd Stage 2+15 @ 900m
3:00 PM	Stats, Challenge Period Award Presentation at 900m

Individual relays begin with a 5-minute prep period where the bolt flag may be removed but no ammunition may be loaded.

A one-minute fouling period will be allowed before Match 3 for both relays.

Sunday Round Count: 68

Trophies & Prizes

Match	Match Name	Trophy	Prize
1	John Gibson	#37 – Sussex Mercantile	\$200
2b	G. Burge	#33 – Shute & Co.	\$100
3	Alban Emery	#38 – Corp. Cup of SJ	\$100
4a	Al Lockett		\$100
4c	GG Stage 3	#46 – Coles Trophy	
2a+2b+2c	Prince of Wales	#34 – Challenge Cup	
2c+4b+4c	Moe Norman	#81/41	
	Long Range		
2b+3+4a	MacGillivray	#90 – MacGillivray	
	Mid-Range	Trophy	
4a+4b+4c	Governor	GG medals to NB Residents	
	General		
All	Grand Aggregate	#50 – L. Col. Loggie Trophy	DCRA medals