



# The Royal New Brunswick Rifle Association - Fullbore Section



## Intro to Fullbore Matches

### Classes

- TR – Target Rifle
  - 223 or 308 with 155 grain only, aperture sights, no bipod, heavy trigger. Typically fired with jacket and sling, light contour 30 inch barrel. Scoring targets are 2x larger than F-Class.
- FTR – F-Class Target Rifle Restricted
  - 223 and 308, any bullet weight, scope, bipod attached to rifle, 8.25kg weight limit. Mat under front bipod must not provide any recoil tracking support. Typically fired with 185-215 grain bullets, 32-50x scope, medium-heavy contour 30 inch barrel.
- F-Open – F-Class Open
  - Any caliber under 8mm, any bullet weight, front rest not attached to rifle, 10kg weight limit. Typically fired with 6.5 or 7mm, heavy front tripod rest, heavy contour 30-32 inch barrel.
- Other equipment rules
  - No muzzle brakes. Magazines allowed but only one round can be loaded at a time. All equipment physically attached to the rifle is included in the weight limits.

### Arriving

- Unless otherwise noted, try to be at the range around 9am. If interested, you can come down range and help set up the targets. Do not go past the firing line if there is a red flag on the firing line.
- Registration: usually at larger matches. There will be a table or sign for registration. You can pay fees and pick up scorecards there. At Batouche it is at the 900m firing line; at St-Antoine it is at the club house.
- Park your vehicle either in the parking lot or along the road to the targets/pits. Don't block anyone in. Don't park ahead of the firing line. There is a designated safety vehicle that is to be the nearest to the firing line.

- You may bring all your equipment to the area just behind the firing line. Do not set anything up on the firing line until the Range Officer (RO) announces it is time. You can bring a chair, shooting mat, range bag, ammo, scope, etc. You may remove your rifle from its case, but you must have a bolt flag in the chamber or remove the bolt.

## **Safety Briefing**

- Bolt Flag Rule:
  - All rifles must have a bolt flag in the chamber OR the bolt removed at ALL times except during live fire.
  - Do not remove the bolt flag and 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.
- Range Flag:
  - When the flag on the firing line is red, the line is hot. DO NOT walk or drive ahead of the firing line. If something falls ahead of the line, you must wait until the line is safe to retrieve it.
  - When the flag on the firing line is green, the firing line is safe; no rifles are permitted on the firing line and it is safe to go into the pits.
  - Even if the flag is green, do not go ahead of the line or down to the pits alone or without telling someone.
- A designated first aid person and safety vehicle will be announced during the safety briefing.

## **Relays and Prep Time**

- You will receive your scorecard(s) before the match starts. Write down your name and class (TR/FTR/FO).
- Targets are usually randomly assigned or pre-squadded in advance of the match.
- A match may have multiple relays. (e.g.) Match 1 Relay 1 may be one half of the competitors and the rest will shoot second on Match 1 Relay 2. You are usually on the same relay for the entire day.

- If you haven't been assigned left/right/center position, you can decide with your shooting partners. Right position always shoots first.
- The RO will call competitors to the firing line prior to the start of the match. Listen to the RO, as sometimes equipment may be brought to the line, but not the rifle.
- Each relay will have a set prep time, which begins when rifles are allowed on the line. Typically this is 3-5 minutes. The RO will announce when the prep time is over.
- During prep time, you may remove the bolt flag and dryfire but no ammo is to be loaded. Take this time to get your equipment arranged and ready, including your shooting mat, ammo within reach, your tablet and scorecards.
- To connect to the electronic target display:
  - Connect to the wifi called "ShotMarker"
  - Open any browser and go to the website: **192.168.100.1**
  - The website will always be the same, so you can bookmark it

## Shooting

- Individual matches are always pair-fired. There will be two or three competitors per target that take turns firing.
- You will score for the person who fires after you. Right shooter always fires first.
- The electronic target will display the shot and score. The scorekeeper announces the score and the shooter must verbally acknowledge (e.g. "Second shot – 5", "OK – 5"). The scorekeeper also records the score on the paper scorecard.
- 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.
- Shooting out of turn is a loss of 1 point.

## Scoring

- Scoring rings V, 5 (approx. 1 moa), 4, 3, 2, 1.
- 5 is full points, Vs are counted separately and used to break ties.
- Highest score in a 10 shot match is 50-10V; 15 shots 75-15V.

- Each competitor is allowed up to two sighters at the start of the string that do not count for score. After shooting your second sighter, you may convert either the second only or both the first and second shot to be on the record by telling your scorekeeper. You cannot convert your first shot only. Converted sighters are recorded by a strike in the scorecard:

S	S	1	2
4	V	V	5

- If a match is defined as “2+10,” that means you are allowed two sighters and will have 10 shots on record. You should bring at least 12 rounds, but if you convert your first two sighters, you will only shoot 10.

## Finishing

- Depending on converted sighters, you might finish before your shooting partners. Wait for your partners to finish before packing up. Do not insert your bolt flag.
- Collect your scorecard and verify it is correct.
- Call over the RO who will clear your rifle. Once cleared by the RO, you may now insert your bolt flag and remove your rifle and equipment from the line. If competitors are still shooting on other targets, try not to disturb or distract.
- Never put a bolt flag into or remove a rifle from the firing line that has not been cleared by the RO.

## End of Day

- Depending on the number of matches, shooting will finish around 2-3pm.
- After all shooting is complete, the RO will set the green flag.
- Targets will be taken down and equipment put away; anyone is welcome to come to the pits and help.
- Scores will be totaled and results will be read to the group.



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