

NRA *Individual Rattle Battle Match Rules*

Number of rounds at each distance is the choice of the competitor, total rounds 60

600 yards – Prone – 45 seconds – each hit worth 4 points

500 yards – Prone – 45 seconds – each hit worth 3 points

300 yards – Sitting/Kneeling – 60 seconds – each hit worth 2 points

200 yards – Standing – 60 seconds – each hit worth 1 point

Targets – E Silhouettes at 500/600 yards and F Silhouettes at 200/300 yards. Each shooter will fire at 2 targets at each distance.

Each distance has a required 5 hits per target (10 minimum shots per distance); plus the competitor has an additional 20 rounds to be fired at any yard line of choice for bonus points that equal that string's point value. Any unused rounds will be counted as zero points and not penalize the shooter. No alibis allowed. Maximum possible score is 180 points.

Competitor note: We will be using reduced targets for 500/600 yards. You have to fire at least 10 rounds per distance at 2 targets (at least 5 rounds at each target). There will be 5 minutes allowed for 5 sighting shots per silhouette type. Bring at least 70 rounds. 20 & 30 round mags can be used.