



Competition overview & Rules







MOA – Marksman Cup

The MOA marksman Cup is the ultimate test of precision, accuracy and marksman skills. An elimination style match, where you must make a hit to continue through the competition.

The competition gets progressively more difficult, rewarding consistent accuracy and solid impacts, in other words, good marksmanship. All targets are the same size 10"x15" upto 1000yrds (equal to 1 MOA 1000yards) & 16"x 24" 1200-1600yrds, so the greater the distance, the smaller the MOA, the harder it becomes, resulting in the perfect test of both shooter and equipment!

Itinerary:

Saturday 08:00hrs - Meeting Point 09:00hrs – 14:00hrs - MOA competition 14:30hrs – Finish hrs - ULTIMATE MARKSMAN CHALLENGE

Separate FP: 10:00hrs to 14:00hrs - Free range time

19:00hrs – Longtown Club House, Food & Refreshments **20:30hrs – Results & Trophies**

Free Camping / Camper van pitches available – limited places, please book ahead.

MOA – Marksman Cup – 09:00hrs start

The following classes are available for entry:

- 221 R
- 223 and below
- Short action (All calibres using a short action bolt)
- Long action (Up to and including 338)
- Above 338 LM +

Competitors can enter a maximum of 3 classes.

Classes will be separated as follows:

- Gents: Open
- Ladies: Open
- Junior 16yrs and under





Competition distances:

Distances will comprise a combination of the following:

EXACT COMPETITION distances will be confirmed on the day by the organisers via verified range finders and given in both yards & meters; personal range finders are allowed

Centrefire: Distances (taregts will be between these distances)

300yrds, 400yrds, 500yrds, 600yrds, 700yrds, 800yrds, 900yrds, 1000yrds, 1200yrds, 1400yrds, 1600yrds, 160

1600yrds (10 Stages / distances total)

Centrefire Targets:

300-1000yrds: All targets will be 10"x 16" or approximately 1 Moa x 1.5 Moa @ 1000yrds 1200m-1600m: All targets will be 16"x 24" or approximately 1 Moa x 1.5 Moa @ 1600yrds 22 Pimfro:

50yrds, 100yrds, 150yrds, 200yrds, 250yrds, 300yrds, 350yrds, 400yrds, 400+ yrds.

Rimfire Targets:

50-200yrds: 2" target approximately 1 moa @ 200yrds 250-400yrds: 4" target approximately 1 moa @ 400yrds

400+ yrds: 8" target

Shooting format:

Details will be assigned at registration. If you are shooting multiple classes, you will be assigned a detail for each class.

As part of your detail you will be assigned a random number between 1-20, this number correlates to a given shooting bed / area, which you must set up on.

Each detail will set up on the firing line at their given start time. You have maximum 5 mins to set up.

Competitors will shoot in turn, starting with shooter number one. You will shoot all the assigned number of shots for the stage in a maximum of 2 mins. Then it will move to the next shooter in sequence and so on.

Shooter are allowed a dedicated spotter to help them through the competition to spot shots and make corrective calls. And will be positioned directly behind the shooter.

All distances will be shot during the detail.

Once all competitors are in place:

1 X cold bore shot at a distance of 200yrds will be taken by each competitor, then the





competition distances will be shot straight after.

The following round count will be taken for each distance: 300yrds – 5 shots
All other distances – 3 shots

In order to progress to the next distance, a competitor must make a minimum of 1 hit at each distance. Failure to make a hit will terminate the competitors progression and their final score recorded.

You must remain in position for the duration of each stage/ distance. If you have been eliminated in a stage, you will leave the firing point at the end of the stage, and the remaining competitors will stay in position to shoot the next stage / distance.

Scoring:

Scoring will be based on a progressive scale – rewarding first round hits with 5 points, each subsequent hit reduced by 1. The final score for the stage will then be multiplied by the distance factor associated with that stage- for example: 400yrds stage = X 4, 900yrds stage = X 9.

All scoring & spotting will be done by 3 members of the Event team; as independent scorers, their decision is final.

In the event of a tie, the remaining competitors will shoot a sudden death final stage, continuing until a competitor fails to make a hit.

Scores will be collated at the end of the class competition, and announced at 8.00pm at the after party. **No results will be released before.**

Individual Winners and results for each class will be announced on the day and results posted online.

MOA - Series Championship:

Top Gun Marksman Shield – Overall champions:

To place in the Top Gun Shield, you must compete in 2 of the MOA challenges within the same class (you can compete in more than one class).

Awards will be as follows:

22LR – Top Gun Champion Short action – Top Gun Champion Long Action – Top Gun champion 338+ - Top Gun Champion





MOA Sharpshooter Ultimate Champion:

The ultimate achievement and overall winner of the MOA series. To place in the rankings, you must compete in a minimum of 2 classes over 2 competitions. The placing scores from these classes will be aggregated to create the final overall winner.

With Champions in all categories: Gents, Ladies & Jr.

Range time: Open shooting: 10.30am onwards

If a competitor is eliminated from the competition, they may use the range from firing point A for free shooting, at the distanced prescribed by the RCO at the time – distances dependant on what is being used in the competition at the time.

A competitor may not use the range prior to their detail.

Once the main competition is over, the whole range will be opened up through to 1500yrds, this free shooting is available until the following final competition commences.

For more information please visit the website

or

Contact the team: info@ukrifleseries.co.uk