

# IWI Gas Gun Challenge Series 2024

# Match 8 - The Finale - 26 October 2024



## MATCH / RANGE SAFETY BRIEFING Revised 3/2024

IT IS THE RESPONSIBILITY OF EVERY COMPETITOR TO OBSERVE MUZZLE DISCIPLINE AT ALL TIMES.

DO NOT HANDLE FIREARMS AT YOUR VEHICLE. HANDLE ONLY AT THE DIRECTION OF RSOs OR MATCH DIRECTOR. KEEP ALL FIREARMS BAGGED OR SECURE UNTIL READY TO SHOOT.

ALL FIREARMS WILL BE KEPT UNLOADED AND SAFE UNTIL TOLD TO LOAD BY THE STAGE RSO.

THIS IS A MUZZLE DOWN EVENT. YOU MUST ENSURE THAT ALL PROJECTILES IMPACT THE BERMS.

**SAFE CONDITIONS FOR SEMI RIFLES** WILL BE MAGAZINES OUT, BOLT LOCKED TO THE REAR, RANGE FLAG IN CHAMBER.

**SAFE CONDITIONS FOR BOLT ACTION RIFLES** WILL BE DETACHABLE MAGAZINES OUT, BOLT TO THE REAR, RANGE FLAG IN CHAMBER.

**SAFE CONDITIONS FOR PISTOLS** WILL BE DETACHABLE MAGAZINES OUT, SLIDE TO THE REAR. ALL SIDE ARMS READY ON THE LINE MUST BE HOLSTERED, MAGAZINE OUT AND EMPTY CHAMBER.

WHILE MOVING WITH SEMI RIFLES: FINGER OFF TRIGGER, RIFLE ON SAFE.

WHILE MOVING WITH BOLT ACTION RIFLES: BOLT TO REAR. BOLTS WILL BE CLOSED ONLY WHEN IN FIRING POSITIONS.

WHEN FINISHED WITH A PISTOL, YOU MUST LEAVE IT IN A DUMP BUCKET IN SAFE CONDITION. THEREFORE, IF YOU HAVE A MANUAL SAFETY, IT MUST BE ENGAGED WHEN PLACED IN BUCKET. **PISTOLS WILL BE UNLOADED AND CLEARED AFTER THE STAGE**, AT THE DIRECTION OF THE RSO.

WHEN A STAGE IS COMPLETE, THE SHOOTER WILL UNLOAD AND MAKE SAFE HIS WEAPON.
THE RSO WILL VERIFY WEAPON IS SAFE PRIOR TO SHOOTER MOVING FROM ANY FIRING POSITION.

ALL SHOOTERS WILL OBEY THE 180 DEGREE RULE. VIOLATION OF THIS RULE IS A "MATCH DQ".

ALL PERSONNEL ON THE RANGE MAY CALL A CEASE FIRE IF THEY OBSERVE AN UNSAFE SITUATION.

### **EMERGENCY PROCEDURES:**

IF ANYONE IS INJURED PLEASE ALERT AN RSO. RSO WILL CALL A CEASE FIRE.

RSO WILL DETERMINE THE SEVERITY OF THE INJURY AND IF NEEDED WILL CALL 911. RSO WILL SEND RANGE PERSONNEL GATE TO GUIDE EMS INTO FACILITY. THERE IS A TRAUMA BAG IN THE CLUB HOUSE.

### **BRASS RECOVERY:**

SHOOTERS WILL BE ALLOWED TO RECOVER THEIR BRASS AT THE END OF THE STAGE OR MATCH.
ANY BRASS NOT CLAIMED BY SHOOTERS WILL BE DIVIDED BY THE RSOs AND RANGE PERSONNEL.

# **IWI Gas Gun Challenge**

## **2024 Series Rules & Divisions**



## **Sniper (Wildcat) Division** – Any Semi-Automatic or Bolt Rifle Platform:

Sniper Division projectiles will not exceed a weight and velocity of **178 grains /3,100 fps**. No other restrictions in this class.

## **Designated Marksman Rifle** – Gas Guns Only:

Intended to allow competitors the opportunity to compete using any semi-automatic rifle along with the following requirements:

- Rifles chambered in 7.62 NATO/.308 Winchester or 5.56 NATO/.223 Remington only.
  - o Bullet weight cannot exceed 178 grains for 30 cal.
  - Muzzle velocity cannot exceed 2,800 fps for 30 cal.
  - o Bullet weight cannot exceed 77 grains for 22 cal.
  - o Muzzle velocity cannot exceed 3,100 fps for 22 cal.
- No other restrictions in this class.

## **RECCE** (Light Reconnaissance Rifle) – Gas Guns Only:

Intended to allow competitors the opportunity to compete using any semi-automatic rifle along with the following requirements:

- Rifles chambered in 7.62 NATO/.308 Winchester or 5.56 NATO/.223 Remington only.
  - o Bullet weight cannot exceed 178 grains for 30 cal.
  - o Muzzle velocity cannot exceed 2,800 fps for 30 cal.
  - o Bullet weight cannot exceed 77 grains for 22 cal.
  - o Muzzle velocity cannot exceed 3,100 fps for 22 cal.
- One unattached bag is allowed.
- Bipods and tripods are not allowed.
- Barrel cannot exceed 18".
- 10x max optic.

**NOTE:** If your department or division deploys calibers other than those listed, please see the Match Director for evaluation and possible authorization.

**NOTE**: Match Officials may request, at any point during a match that a competitor fire their rifle through a chronograph. If the bullet exceeds the division's allowable speed limit the shooter will receive an automatic match DQ and be disqualified for any prizes for the rest of the season. Should the competitor get caught a second time, they will be disqualified from competing in any future Gas Gun Challenge matches.

**NOTE**: Bolt guns may shoot all matches - in Sniper Division only.

**NOTE**: No modified or wildcat rounds permitted to shoot in the DMR or RECCE divisions.

NOTE: There will be no stage DQs...match DQs only.

## IWI Gas Gun Challenge FINALE - 26 October 2024 - New Holland Rifle & Pistol Club

NOTE: NO ARMOR PIERCING, INCENDIARY ROUNDS, STEEL CORE, OR ANY OTHER NON-LEAD OR NON-COPPER PROJECTILES MAY BE USED

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7
25, 50, 100 Yard Range	Left Side 600 Yard Range	600 Yard Range Right Side	600 Yard Range Right Side	600 Yard Range Right Side	600 Yard Range Right Side	600 Yard Range Right Side
Tool(s)	Tool(s)	Tool(s)	Tool(s)	Tool(s)	Tool(s)	Tool(s)
Rifle and Pistol	Rifle	Rifle	Rifle	Rifle	Rifle	Rifle
Prop(s)	Prop(s)	Prop(s)	Prop(s)	Prop(s)	Prop(s)	Prop(s)
Piccolo Pole (Rifle)	Spool on Edge	Float Board	Car Silhouette	V-TAC Wall	Cattle Gate (mover:1, gate:3)	Lena's Ramp (Skills)
Targets	Targets	Targets	Targets	Targets	Targets	Targets
ГВD (4)	Diamonds (2)	12" and 14" Circles	Head targets (2)	Large Octagon	Mover (Hostages)	25, 33, 50, 66, 100% IPSCs
	Start Position  Shooter starts standing, all gear in hand, magazine inserted, boll locked to the rear, rifle on safe, toes on concrete.	Start Position Shooter starts standing with rifle staged on float board, magazine inserted, bolt locked to the rear, rifle on safe, toes or concrete.	in hand, magazine inserted, bolt	t in hand, magazine inserted, bol	Shooter starts standing, all gear t in hand, magazine inserted, bolt locked to the rear, rifle on safe, toes on concrete.	
Distance (Approximate) 100, 75, 50, 25 Yards	Distance (Approximate) 200 and 600 Yards	Distance (Approximate) 500 Yards (x2)	Distance (Approximate) 200, 400 Yards	Distance (Approximate) 400 Yards	Distance (Approximate) 600 Yards	Distance (Approximate) 300, 500, 550, 600, 700 Yo
Targets 1, 2, 3, 4	Target 5, 6	Target 7, 8	Target 9, 10	Target 11	Target 12	Targets 13, 14, 15, 16, 17
At start:  1. At the 100-yd line, engage single steel rifle target with a mag of five rounds, unsupported. Run to 75-yd line, load and engage the same target from any two different positions on the pole other than prone until second mag of five rounds runs dry. Dump in safe bucket.  2. Run to 50-yd line and load a pistol magazine of five rounds, engage first pistol target with five rounds. When mag is empty, run to 25-yd line, load a second magazine of five rounds to engage the same pistol target.	two rounds each. Repeat the engagement from the second and third positions, no repeating positions. <b>Positions are as</b> <b>follows: Top of Left Edge,</b>	float board to address small circle at 500 yards with ten rounds. When the first mag runs dry, insert another mag of ten to engage the large circle at 500 yards with ten rounds. No part of shooter or their gear may touch the ground once the first round is fired during this stage. Float board must swing freely	Repeat engagement for each of the remaining positions on prop, two rounds each target for each position. Positions are Trunk, Roof, Rear Window, Front Window and under the prop. No position may be repeated.	position on the VTAC wall to engage the target with the number of rounds based upon the position number on the VTAC wall. Start either high or low.	the moving target at 600 yards from any position on the cattle gate - no prone. Each shooter will	each. THREE POINTS MAX
Rounds Allowed 20 Rifle - 2 mags of 5 (10) Pistol - 2 mags of 5 (10) Time Allowed	Rounds Allowed  12  Time Allowed	Rounds Allowed 20 Rifle - 2 mags of 10 Time Allowed	Rounds Allowed 20 Time Allowed	Rounds Allowed  15  Time Allowed	Rounds Allowed  15  Time Allowed	Rounds Allowed 20 Time Allowed
90 Seconds	SCORED 90 Seconds	90 Seconds	90 Seconds	90 Seconds	90 Seconds	SCORED 90 Seconds
Possible Points	Possible Points	Possible Points	Possible Points	Possible Points	Possible Points	Possible Points
20	12	20	20	15	15	15
O Difficulty Rank	RO Difficulty Rank	RO Difficulty Rank	RO Difficulty Rank	RO Difficulty Rank	RO Difficulty Rank	RO Difficulty Rank
Easy	Medium	Medium	Easy	Easy	Medium	Medium
Os Needed	ROs Needed	ROs Needed	ROs Needed	ROs Needed	ROs Needed	ROs Needed
	1	1	1	1	1	1

