

Crazy Cora

Rules

There are only two rules at the Match:

#1 Have Fun!

#2 Be Safe following Rule #1!

However, there is also a list of procedures that match participants need to follow to make the match work efficiently.

Safety

- + Always follow and enforce basic firearms safety rules.
- + Everyone is a safety officer! Correct mistakes on the spot. Don't ignore them. Remember the Crazy Cora has lots of young shooters and new shooters. If you don't say something (especially during practice) you may be the cause of an accident later.
- + When a rifle is out of its case the action must be open and there must be an open chamber indicator inserted in the chamber.
- + Rifles must be on cross sticks on the firing line when the action is closed on a cartridge. As a minimum the barrel must always be pointed downrange.

Procedures

Course of Fire

The match consists of six 'gong' targets at ranges from the RSO dictates. Five targets are shot from the sitting cross-stick position (no prone allowed). The bucket target is fired from an off-hand position. There are six shots for score on each target with no sighters during the match for a total of 36 shots for score. Shots are simply scored as a 'target hit' or 'miss' by full time scorekeepers.

Shooter Organization

The match shooters will be organized into equal relays. Each group will have a range officer and a scorekeeper. Shooters will stay in the same relay for the entire match.

Shooting Procedures

The target line is set up to allow one relay to shoot a target for score while the next relay is preparing to shoot. Be on line and ready to shoot with your relay (your responsibility). Only shooters and spotters can be on the line. Each shooter of a relay takes a shot on the target in rotation until 8 shots have been fired and scored. There are no sighter shots during the match. When your name is called be ready to take your shot. Do not 'wait for your conditions.'

VARIABLE CONDITIONS FROM SHOT TO SHOT ARE PART OF THE CHALLENGE OF THE CRAZY CORA. The scorekeeper will call "target hit" or "miss". In cases the call will be based on spotter input. Listen for the call and if you have a disagreement settle it then where other spotters can help based on their observation. Spotters other than for the disputing shooter will provide input. At the conclusion of the final shot on target the scorekeeper will call the total number of hits for each shooter. Again, if you don't agree settle it immediately. After the squad leaves the line the score is final.

Off-Hand Target

A Youth shooter who is small and unable to handle a rifle off-hand may elect to use cross-sticks but will be scored a zero for the off-hand target.

Painting and Closing of the Firing Line

When all relays have their firearms safe and the range is safe, painters will proceed downrange. **DIRTY TARGETS ARE PART OF THE CHALLENGE OF THE CRAZY CORA.** Expect that your spotter will not always be able to tell you where your hits are.

Information:

Any traditional single shot or lever action rifle, .22 LR . (Bear River Rifleman will allow any safe .22 LR rifle to enter in as a modern class)

Any metallic sight,(separate scope class available)

No hooked butt plates or palm rests. No shooting jackets

Same rifle (with same barrel) must be shot at all targets

Six shoots taken at each of 6 metal targets

Targets are from ranges dictated by the range and the RSO the day of the event

All shooting from sitting cross - sticks except off - hand at the bucket target. No backrests unless physically required by the shooter to be able to participate in the match.