

MCL DEPARTMENT OF NEW MEXICO
Maggie Drawers Rifle Shoot

Rules for the Maggie Drawers Shooting Competition

Location: City holding State Convention. Info should come from hosting detachment.

ELIGIBILITY: Any MCL member or associate member in good standing.

RIFLE: Caliber .22 Long Rifle, bolt, lever action single shoot or semi automatic. **Iron sights only** no scopes, red dot or other sighting aids.

AMMUNITION: .22 Long Rifle, user's choose and user supplied. **No Magnums.**

RANGE SAFTEY: NRA Range Safety rules must be followed. RSO should be provided by Host, or qualified member present.

TEAMS: Each team will consist of four (4) shooters, and will be designated prior to shoot. The detachment may have as many teams as they can field. Each team should consist of at least two (2) regular members, one (2) associate member and one alternate. This rule can be altered if all competing detachments agree prior to the shoot. REMEMBER this is a FUN shoot. Team's scores will be the average of the four shooters. Each team will have a Team Captain.

Any Detachment with more than four shooters, but not enough for a second team, may enter the additional member shooters as individuals.

Alterations will be made for disabled or injured members.

Entry Forms sent out by the hosting detachment, will be filled out and returned by a reasonable date prior to the Convention. Each form will contain the names of the shooters, their MCL membership number and indicate Regular or Associate members. enter the Team Captain's name and First alternate, along with a \$5.00 entry fee for each shooter. Team Captains will identify all team member and individual shooters on the entry form. Team Captains must supply all pertinent information on any special needs required by injured or disabled shooters if available at time of entry.

SCORING: Scoring will be done by and under the supervision of the Range Officer and/or his designate. All Team Captains will sign off on all scores.

TIES: In the event of a tie in individual scores:

1. The number of X's in the standing (Offhand) will determine the winner.
2. The highest standing score determine the winner.

In the event of a tie between teams:

3. The Team with the highest combine X's in the offhand position will be the winner.

4. If no X's the highest combined score for the offhand position will determine the winner.

The "MAGGIES DRAWER PERPETUAL PLAQUE" WILL GO TO THE WINNING TEAM AND DETACHMENT. Individual trophies will be presented to the High Shooter and High Team if possible.

The match will begin at the call of the hosting detachment, first round down range at 0800 is the norm due to time constraints, and will proceed in the following order:

1. Weapon inspection/safety brief, to ensure weapons meet the match requirements, and range safety rules are covered. Team Captains will confirm relay assignments
2. Shooters will prepare equipment and be ready to move up to the firing line from the safe area when their relay is called.
3. All weapons must be made safe when not on the firing line. Always pointed in a safe direction. Shooters will safe weapons, open bolts, and inspect weapons before leaving the firing line.
4. A three minute warm up practice will be allowed at firing line.
5. Alternate shooting position for 50 yard. firing line will be standing

Ranges and Positions

25 YARDS STANDING POSITION
10 ROUNDS IN 10 MINUTES
Hasty Sling (Parade) optional

50 YARDS SITTING or KNEELING or STANDING
10 ROUNDS IN 10 MINUTES
Loop Sling optional

100 YARDS BENCH or PRONE (NO SAND BAGS)
10 ROUNDS IN 10 MINUTES
Loop Sling optional

Target Size:

25 Yards: 2 inch diameter round black bull's eye NRA Target #TQ-2

50 Yards: 4 inch diameter round black bull's eye NRA Target #TQ-3

100 Yards: 8 inch diameter round black bull's eye NRA Target #TQ4

Each shooter will be provided with targets and a target frame. The shooters **must** sign their targets before they are mounted on the target frame.

The shooter will retrieve target and turn it over to the team captain, who will present them to the scoring official.