

~ *RULE AND SCORE BOOK* ~



FROM FIRING LINES TO FAIRWAYS!

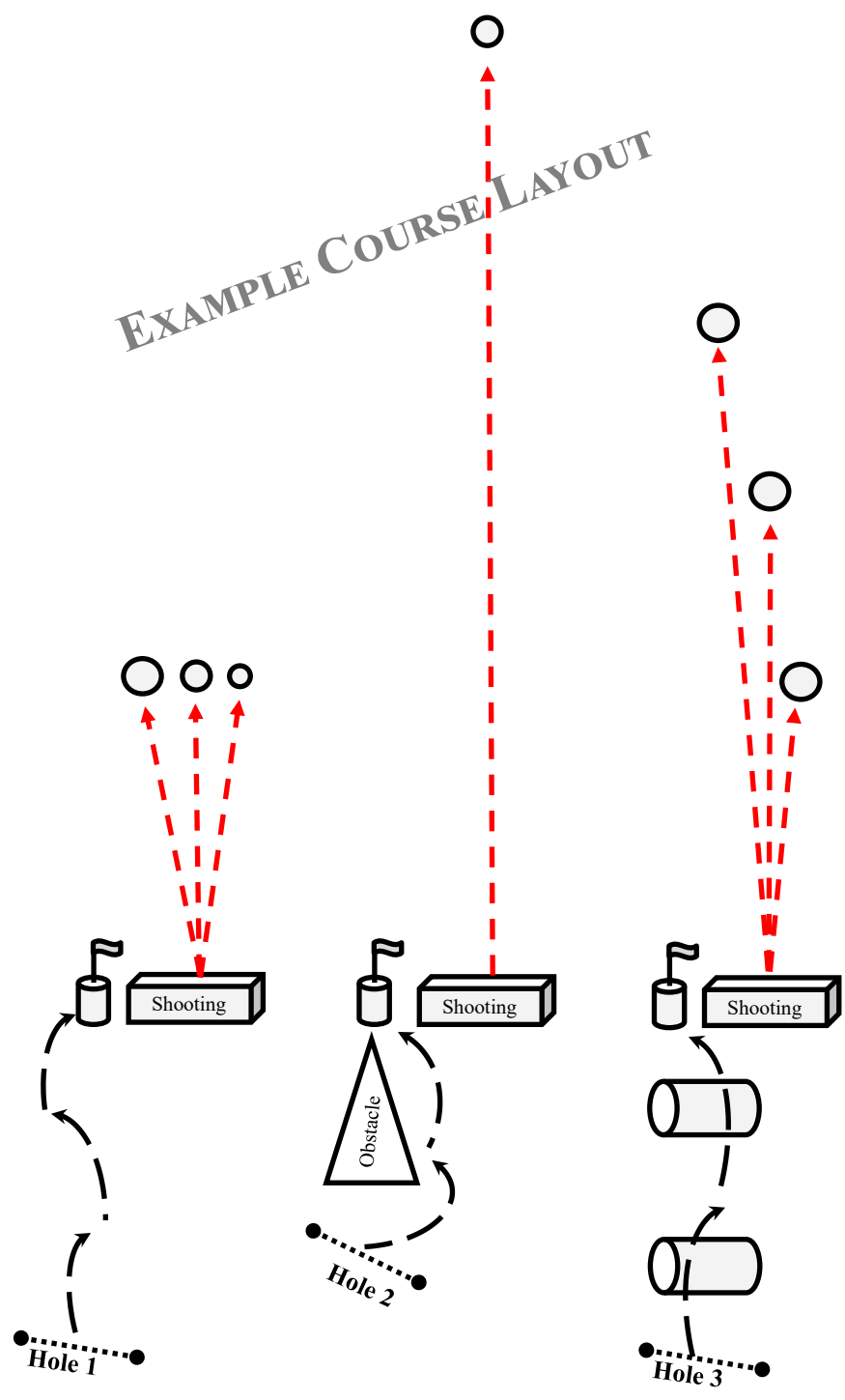
CONCEPT OF THE LEAGUE

- Start the day promptly at 0900 with a 100y zero confirmation using the "9 Hole" paper target for score.
- You will then get squadded in small groups of 3-4.
 - Each squad will operate independently of other squads.
 - Your squad mates will be responsible for safety, spotting, strictly scoring, and heckling.
 - Each squad will be issued a starting green (1 of 9) to begin the course.
- You will complete as many holes/courses of fire as possible before going cold at 1200-1300ish (TBD depending on scheduled tee time).
- Quick range breakdown and reset afterwards.
- If possible, we will have a light lunch at MTC. If not at the golf course. (Expect Chili Dogs, Brats, Burgers, Chips, Salad, etc)
- Convoy to the determined golf course for prescheduled tee time.

A COURSE OF FIRE WILL LOOK LIKE:

- **BUCKET GOLF!!!** Using Bucket Golf rules, from the starting point you will tee off toward the bucket. The number of swings is important!
 - Only 1 squad member may hit their ball at a time.
 - Once your ball touches or lands inside the bucket, you will then shoot the course of fire in the immediate area of that bucket.
 - If your ball goes inside the bucket, you subtract 1 point from your bucket golf score.
 - You may use any club that you want, but you can not change clubs once you start the 1st hole. Chose wisely.
- Each hole will have a different course of fire.
 - Only 1 squad member may shoot a course of fire at a time.
 - No squad member may tee off on the next hole until all squad members have completed the prior holes' course of fire.
 - Non shooting squad members are to ensure safety, course of fire is followed, spot impacts, and score.
- **Combined your bucket golf score and your shooting score to equal that holes final score.**
- There is no time limit per hole, but there is a slow player penalty:
 - All players start with a 9 point penalty.
 - Subtract the number of completed courses of fire during the match.
 - Example: If you only complete 3 holes/courses of fire during the match, subtract 3 from 9 to equal 6 penalty points added to your overall score.
- If the squad in front of you is too slow, your squad may play through by-passing them and then return to pick up that hole later.

EXAMPLE COURSE LAYOUT



Example Course design for reference.

Hole 1

- **Position:** Sitting/kneeling with improvised golfclub tripod.
- **Target:** Large circle steel target
- **Distance:** Within 300y
- **Ammo #:** 3 rounds.
- **Description:** From a sitting or kneeling position, use the provided improvised golfclub tripod as a front rifle support. You may use additional body support and rear supporting equipment (bags, sticks, pillows, etc)
- **Scoring:** 1 point for each miss. Lowest score possible is 0 points.

NOTES:

Hole 2

- **Position:** Prone, or very stable barricade.
- **Target:** Golf ball tethered by 550 cord hanging from a horizontal pole.
- **Distance:** 150-200y.
- **Ammo #:** 4 rounds max.
- **Description:** Pick a golf ball and shoot it until that 1 golf ball fully wraps itself around the support pole.
- **Scoring:** Number of shot needed to fully wrap so the golf ball until it touches the support pole. Failure to wrap, equals 5 points.

NOTES:

Hole 3

- **Position:** Barricade
- **Target:** Steel KYL Large Middle Small
- **Distance:** 500-600y??
- **Ammo #:** 4 Rounds
- **Description:** You will call out which size circle target prior to engaging. You may change targets at any time, but you must call your shots before engaging. A hit on a wrong target is considered a miss.
- **Scoring:** Starting with 10 points, each plate will subtract points from the starting 10 points. Large plate = 1 point. Medium plate = 2 points. Small plate = 3 points. Lowest score possible is 0 points.

NOTES:

Hole 4

- **Position:** Sitting or kneeling unsupported.
- **Target:** Large steel circle.
- **Distance:** 300y +/-
- **Ammo #:** 5 Rounds.
- **Description:** From a sitting or kneeling position using only a sling for stability (no front or rear support or pillows or packs).
- **Scoring:** 1 point for each miss. Lowest score possible is 0 points.

NOTES:

Hole 5

- **Position:** Prone
- **Target:** 1000y +/- ball swinger
- **Distance:** 1000ish yards
- **Ammo #:** 4 rounds maximum.
- **Description:** Engage the target until a noticeable impact.
- **Scoring:** Number of shots needed to make a noticeable impact. Failure to impact, equals 5 points.

NOTES:

Hole 6

- **Position:** Golfcart support (odd position inside the cart with no body part touching the ground)
- **Target:** 3 linear targets spread far across the range.
- **Distance:** ??? Depends on size of targets available.
- **Ammo #:** 6 rounds.
- **Description:** Starting on far left target. Engage each target with 2 rounds each.
- **Scoring:** 1 point for each miss. Lowest score possible is 0 points.

NOTES:

Hole 7

- **Position:** Standing unsupported
- **Target:** Big bore square steel target
- **Distance:** 300y +/-
- **Ammo #:** 5 rounds.
- **Description:** Using a standing position using only a sling for stability (no front or rear support or pillows or packs).
- **Scoring:** 1 point for each miss. Lowest score possible is 0 points.

NOTES:

Hole 8

- **Position:** Barricade prop
- **Target:** Donut KYL
- **Distance:** 300-400y depending on prop stability.
- **Ammo #:** 4 Rounds
- **Description:** You will call out which size circle target prior to engaging. You may change targets at any time, but you must call your shots before engaging. A hit on a wrong target is considered a miss.
- **Scoring:** Starting with 10 points, each plate will subtract points from the starting 10 points. Large plate = 1 point. Medium plate = 2 points. Small plate = 3 points. Lowest score possible is 0 points.

Hole 9

- **Position:** High barrier / ladder
- **Target:** 1 lbs Tannerite
- **Distance:** 300y +/- yards
- **Ammo #:** 4 rounds max.
- **Description:** Pick a Tannerite target and engage it until it detonates.
- **Scoring:** Number of shots needed to detonate. Failure to detonate, equals 5 points.

NOTES:

NAME:

DATE:

HOLE # BUCKET GOLF C.O.F. TOTAL
SCORE SCORE SCORE

9 HOLE 100 YARD PAPER TARGET DRILL

HOLE 1

HOLE 2

HOLE 3

HOLE 4

HOLE 5

HOLE 6

HOLE 7

HOLE 8

HOLE 9

**SLOW PLAYER
POINT PENALTY**

**9 - # OF
COMPLETE HOLES.**

Low Score Wins

**OVERALL
TOTAL**

*MARKSMANSHIP TRAINING CENTER
~ SNIPER GOLF LEAGUE ~*