



KIWI MATCH SCORESHEET

Shooter Name: _____

Date: _____ Club: _____

String 1

--	--	--	--	--

--

String 2

--	--	--	--	--

--

String 3

--	--	--	--	--

--

String 4

--	--	--	--	--

--

Less Penalties

--

Match Total

--



KIWI MATCH SCORESHEET

Shooter Name: _____

Date: _____ Club: _____

String 1

--	--	--	--	--

--

String 2

--	--	--	--	--

--

String 3

--	--	--	--	--

--

String 4

--	--	--	--	--

--

Less Penalties

--

Match Total

--



Kiwi Match

Rules V1.0

May 2004

Copyrighted by Pistol New Zealand (New Zealand Pistol Association Inc) © 2004



Kiwi Match Rules

V1.0 May 2004 © 2004 Pistol New Zealand

1. Handguns

Any .22LR calibre or centrefire handgun of at least .32 calibre may be used to shoot Kiwi Match. The handgun must be capable of firing at least five shots without needing to be manually reloaded. There is no limitation on sights, trigger weight, compensators etc, other than the handgun must be safe and serviceable.

2. Targets

Kiwi Match is shot on the ISSF 25M precision target for both .22LR calibre or centrefire. A single target is used, at a distance recommended to be 22 to 25 metres. The target is placed so the centre of the target is approximately 1.5 metres above ground level. Target stands can be fixed, or of the turning type.

3. Range Commands

Kiwi Match must be conducted under the control of a Range Officer. No handgun will be benched or removed from the range without the permission of the R/O. The R/O will give the command "RANGE IN USE - LOAD" prior to each string, and when all competitors adopt the start position, the R/O will call "STAND BY", and the string will commence in approximately 2-3 seconds.

The start signal can be by way of the targets turning to face the shooter, an audible signal, or the R/O calling "FIRE".

When the time expires in a string, the targets will face away, or the audible device will sound, or the R/O will call "CEASE FIRE". All competitors must cease firing. The R/O will then call "UNLOAD". All handguns will be checked as unloaded and benched before any person may go forward.

Once the range is clear, the R/O may call "RANGE IS CLEAR - FORWARD, SCORE AND PATCH".

4. Course of Fire

Kiwi Match consists of 20 scoring shots, fired in 4 strings of 5 shots.

All strings start with the loaded handgun held at the 45 degree ready position, and the handgun is unloaded at the end of each string. All strings are shot standing (with allowance for disability acceptable) and unsupported excepting that a two handed hold is acceptable in the freestyle strings.

String 1: 5 shots in 2 minutes, freestyle.

String 2: 5 shots in 1 minute, freestyle.

String 3: 5 shots in 1 minute, strong hand only (the weak hand is not allowed to support the handgun or strong hand or arm in any way).

String 4: 5 shots in 30 seconds, freestyle.

5. Scoring

Kiwi Match targets are scored as per the rings on the targets used. If any part of the diameter of a scoring shot touches or crosses a scoring ring, the higher value will be scored. The maximum score for the match will be 200. Scoring can be recorded at the completion of each or any string (recommended), or at the conclusion of the match. Targets scored at the end of a string must be patched before the next string is shot.

6. Penalties

There will be a 10 point penalty for each occurrence of any of the following:

- a) Shot fired after the string is completed
- b) Any part of body grounded in front of firing line
- c) Shot fired while using weak hand for support during String 3
- d) Extra shot fired during any string
- e) Extra shot on target (unless identified as being from another competitor)

Disqualification will occur for any serious range safety breach, and additionally:

- a) Shot fired before the start signal is given