

PISS Match
(Politically Incorrect Sniper Shoot)

Objective:

All diplomatic attempts to gain release of the hostages have failed. Your 2-person team is required to neutralize the 10 terrorists that have taken the U. S. Citizens hostage.

Teams:

The 2-person teams will be picked randomly from a hat, after everyone has signed up. The 2 person team names will be drawn, just prior to shooting the event. You will not know who your teammate is, until it is actually your time to shoot. This will make teamwork much more critical, as there will only be a very short preparation time before the start signal is given.

Targets:

5 IPSC silhouette targets at 200 yards, and 5 IPSC silhouette targets at 100 yards. The terrorists are cowards, and will be hiding behind the hostages or behind cover.

Firearms Allowed:

Any center-fire rifle.

Ammo:

This course requires each team to have 5 shots at 100 yards, & 5 shots at 200 Yards. Then repeat with new team member for next stage. Total of 10 rounds used per shooter.

Starting Position:

Counter-terrorist team is standing @ position #14. The rifles are located on the bench @ position #20. The ammo is located on the bench @ position #10.

Shooting Position:

Any shooting position is allowed.

Course Of Fire:

At the start signal, the 2 person team will go to where the rifles are located, pick them up, then set them at the designated shooting positions. The team will then go to where the ammo is located, picking up the ammo & returning to the designated shooting positions.

If using a rest, it must be placed at the same starting position as the rifle is, which is on the bench @ position #20.

If using a detachable magazine fed rifle (AR, M1A, etc), the magazine must be loaded AFTER the start signal.

Shoot the terrorists to effect the hostage release. Shot scoring is listed below in scoring section.

The designated 200 yard shooter *may* need to move, to allow him a clear view of the terrorists. If this is necessary, the rifles safety **MUST** be engaged and the rifle pointed downrange!

If your teammate's rifle malfunctions, the person with the rifle that is still operational may shoot the other teammates targets. If this is necessary and you need to move, the rifles safety **MUST** be engaged and the rifle pointed downrange!

When you are finished with your shots, raise your hand to indicate completion. The timer stops when the slowest team member has completed his shots.

Scoring:

Your score is the total time necessary for your team to get all of your shots off, plus/minus any penalty/bonus time acquired.

Penalty / Bonus Times:

- "A" Zone is 10 seconds taken off your total time
- "B" Zone is 0 seconds taken off of your time
- "C" Zone is 5 seconds added to your total time
- "D" Zone is 10 seconds added to your total time
- Shoot a Hostage/Miss is 25 seconds added to your total time

Other Info:

- Shooting Mats OK
- Shooting Coats NOT allowed
- Scoped rifles OK (actually are preferred)
- Bipods or Rests are allowed
- NO alibi's / whinin' / bitchin' / pissin' / or moanin'