

# Sporting Rifle Team Match – Info & Rules Addendum

## Info

A 2-day, 2-person team-match for AR15 and precision rifle using the basic SRM format. Teams are composed of two people. On Saturday, one team member is designated the “AR15 shooter” and the other team member is designated the “precision rifle shooter”. On Sunday, the roles are reversed.

Set-up will be on Friday afternoon with the range open for practice from 3:00 - 5:00 and then for 45 minutes or so each morning on Sat. and Sun. Expect the same targets and shoot positions as current SRM match.

The SRM Team Match is limited to 36 teams. You must preregister in order to participate in the SRM Team Match. To do this, just send an email to [srmteam@outlook.com](mailto:srmteam@outlook.com) with: the names, email addresses and preferred phone numbers for both competitors. You will receive a return e-mail indicating either that your team is confirmed or on the wait list.

## Rules Addendum

SRM Rule 2.1 additional text: “AR15” shall be a semi-automatic rifle chambered for .223 Remington/5.56 NATO ammunition with a maximum bullet weight of 77 grains.

SRM Rule 2.3 shall apply separately to each day of the match.

SRM Rule 3.2 shall not apply to AR15 target engagements.

SRM Rule 4.1 shall not apply.

SRM Rule 4.5 changed to read: Teams team will have 5 minutes to engage the targets at each station.

SRM Rule 4.6 replacement text: The teams will start standing with rifles pointed up, down or toward the targets. The AR15 shall be loaded/safety on and precision rifle unloaded/bolt open. The team’s packs and hand carried shooting accessories will start on the ground nearby. When the time starts, the AR15 shooter may engage any of the 6 available targets with an unlimited number of rounds until a hit is made on as many as 4 targets. Then, all 6 targets may be engaged by precision rifle shooter with only one round each. AR15 shooter must unload and show clear (Rule 1.2.4) before rifle shooter may load and engage targets. AR15 shooter may not reengage targets once rifle shooter has loaded. All shooting accessories must remain in an as-carried and fully undeployed condition until the start signal, except as follows: (See SRM Rules 4.6.1 and 4.6.2)

Added Rule 4.7: Coaching and/or communications regarding the wind and the location of hits/misses shall be limited to between team members only.

All other Sporting Rifle Match Rules and standard procedures (published or otherwise) will remain in effect.

Note: In order to prevent target damage and wildfire hazard, SRM rule 2.2 prohibits steel core, steel jacketed, armor piercing, incendiary or tracer bullets. Since AR15 ammunition with these characteristic is commonly available, shooters should expect inspection and/or magnet testing of their ammo. **Shooters should magnet test their own ammo prior to attending the match.**