

Information about how the Long Range will be conducted at DOT 2024

There are 6 long range categories, the competitors sign up for them in a prioritized order. Depending on the number of registrations the number of entry's for each competitor might have been adjusted.

All long range categories will be located in the same area. It is possible to get to this area by car or by walking from the main camp. There is limited parking space, so be careful and considerate when parking and moving your vehicle. We don't want to lose any cow persons.

Bullets for all long range events must be lead. The only exception is for Bolt action, where FMJ with lead core is allowed. Ammunition with steel core is not allowed. If the ammunition you are using turns out to damage the target you will not be allowed to continue using that ammunition in this competition. For your information, the targets are made of Hardox 450.

Each competitor must make sure to be ready at the long-range shooting range minimum 5 minutes before their shooting time. You will need to find your place in the line according to the number (1-7) in front of your name on the list. The numbers 1-7 are related to your place at the shooting line. Make sure you are in the right place, so that your results will be registered on you.

Please make sure you have the correct weapon and ammunition with you. If you are not ready at the correct time the event will start without you, and you will need to talk to the host about finding another place on the list. We will not be able to delay the event due to competitors that are not ready on time.

Distance to the target: 100 meters

Target size: 45 cm wide and 60 cm high

Maximum 2 sighter shots.

5 shots counting series.

Winner is determined by the number of hits.

If there is an equal number of hits, between two or more competitors, this is settled by the total time used to shoot the 5 shots.

Getting ready:

Every 15minutes a team of 7 competitors will be let on to the firing line.

Sighter shots:

All competitors on the shooting line will get ready for 2 sighter shots at the same time.

Competitor at place number 1 shoots one sighter shot, and gets information about the impact point from the spotter. Then competitor on place 2 fires one sighter shot, and so on until all competitors have shot one sighter shot.

While the competitors on places 2-7 shoot their first sighter shot, the competitor on place 1 should adjust the sights, reload and do other preparations for sighter shot number 2.

All competitors are expected to be ready when it is their turn to fire.

5 shot counting series:

When all sighter shots are fired, the competitor on place 1 is expected to be ready for the 5 shot counting series. The RO will ask if the competitor is ready, a timer will then be used to start the time the same way as in main match. When the competitor on place 1 is done with the 5 shot counting series the competitor on place 2 is expected to be ready, and so on through to the competitor on place number 7. The competitors will get to know the total number of hits they scored after each 5 shot counting series. There will be no information on hits or misses during the 5 shot counting series.

Checking the guns:

As to not disturb the other competitors, the competitors have to stay in their place until all competitors are done shooting. No competitors are allowed to leave their place before the gun is checked by the range crew.

Painting and resetting the target:

When the team of 7 competitors are done and guns are checked, they will be asked to leave the firing line and the next team will be let into the firing line. Once every 1,5 hours the firing line will close for 15 minutes to paint and reset the target.

What time of the day can you shoot?

Each competitor for the long range will be placed on the list according to the number of starts pre-registered in the registration form.

Each competitor must have minimum 15 minutes from one start is done until next start. This is to ensure that the competitors are able to get ready in time for their next start.

As an example, if you are shooting at 09:00 your next start can be 09:30.

What to do if you are delayed:

If you by accident miss your starting time, talk to one of the hosts about getting a new starting time. Please, do not keep the RO or other range personnel occupied with this matter. They need to keep the match running on time. You can get help during one of the 15 minutes closedowns for painting and resetting the target.

Shooting position:

The range will facilitate for prone or kneeling position, but standing or sitting will also be possible for those who prefers that. You will be allowed to bring something to sit on, but no other artificial rest will be allowed, except for junior and buckaroo who will be allowed to use a soft support for the rifle.

Artificial rest:

No artificial rest will be allowed. This includes everything other than the shooters body. Only normal cowboy clothes will be allowed. Excessively heavy jackets, slings, leather straps, special made shooting boots or pants are not allowed. Normal gloves are allowed, extra padded gloves are not. We try to find the best shooter, not the best equipment.

If you are not sure if the gun you want to use is allowed you can send a request to: chlangzoom@gmail.com. Please include some information about the gun and a few photos showing the guns exterior. The hosts will try their best to keep the match running on time, and to make sure all competitors have as equal opportunities as possible.

We wish you a nice stay. Shoot well and be happy.