SERVICE RIFLE MATCH DATABOOK

US Navy Marksmanship Team

FOR THIS DATABOOK, EACH PAGE IS FOR ONE FULL MATCH

BASIC RIFLE SIGHT/AMMO INFORMATION
(your specific rifle data will may vary)

Standard Elevation Come Ups:

100 yd to 200 yd	2 MOA	77 gr Navy 262
200 yd to 300 yd	2 1/2 MOA	77 gr Navy 262
300 yd to 500 yd	7 1/2 MOA	77 gr Navy 262
300 yd to 600 yd	12 MOA	77 gr Navy 262
300 yd to 600 yd	10 MOA	80 gr Loads
600 yd to 1000 yd	20 MOA	80 gr or higher Load

Basic Elevation Come Up Memory Aid:

100 yd to 200	+2 MOA
300	+2
400	+3
500	+3
600	+4
700	+4
800	+5
900	+5
1000	+6

Read as: "Up from 100 yd 2 2, 3 3, 4 4, 5 5, 6"

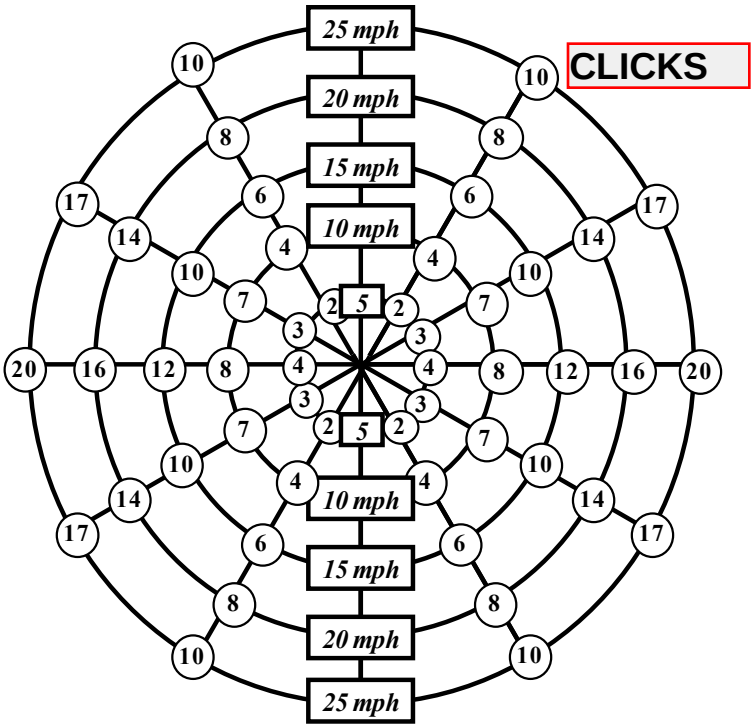
Elevation Change due to Temperature:

20 deg F increase at 300 yd raises impact 1 MOA
15 deg F increase at 600 yd raises impact 1 MOA
10 deg F increase at 1000 yd raises impact 1 MOA

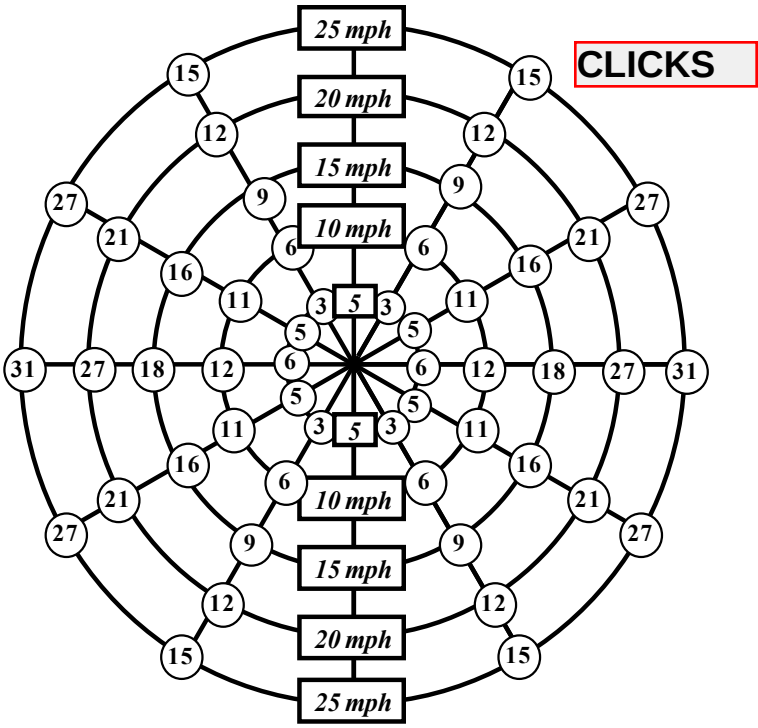
Target 10 Ring Size:

200 yd	3 1/2 MOA
300 yd	2 1/3 MOA
600 yd	2 MOA
1000 yd	2 MOA

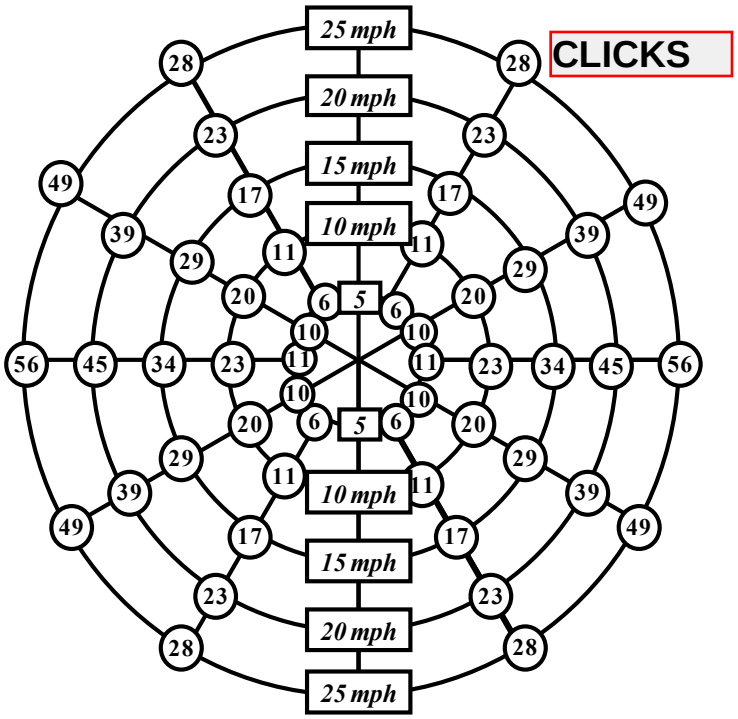
1/4 minute per click windage chart for 77gr/MV 2700fps at 200yds



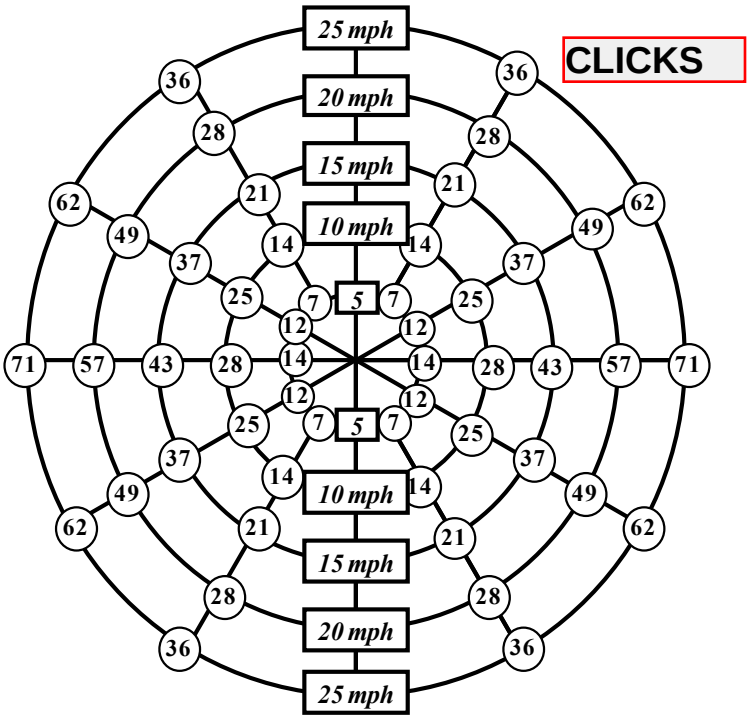
1/4 minute per click windage chart for 77gr/MV 2700fps at 300yds



1/4 minute per click windage chart for 77gr/MV 2700fps at 500yds

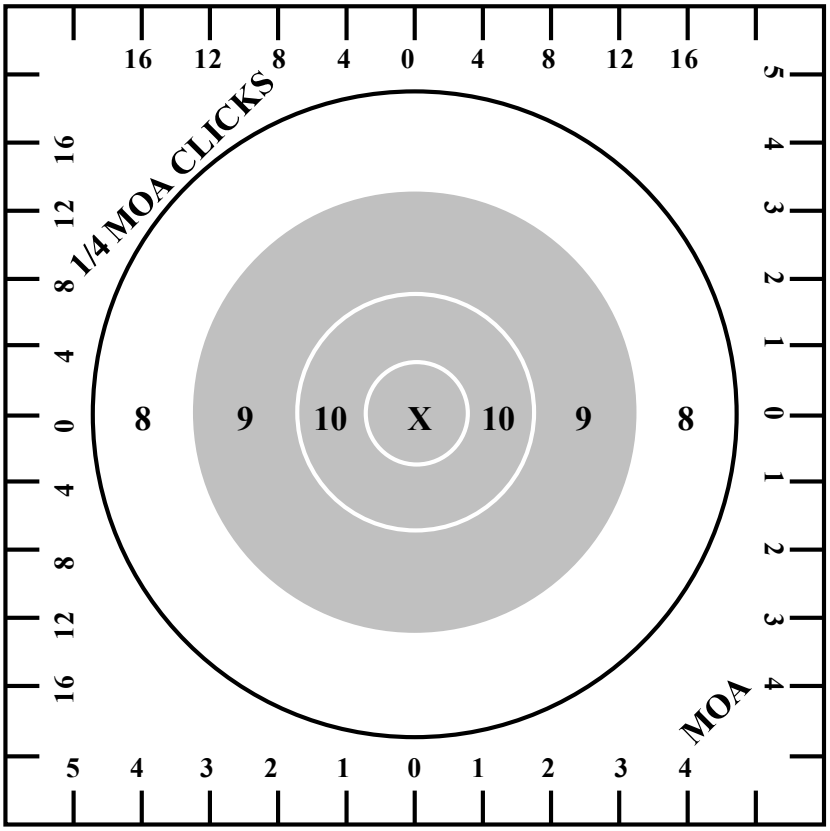


1/4 minute per click windage chart for 77gr/MV 2700fps at 600yds



200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

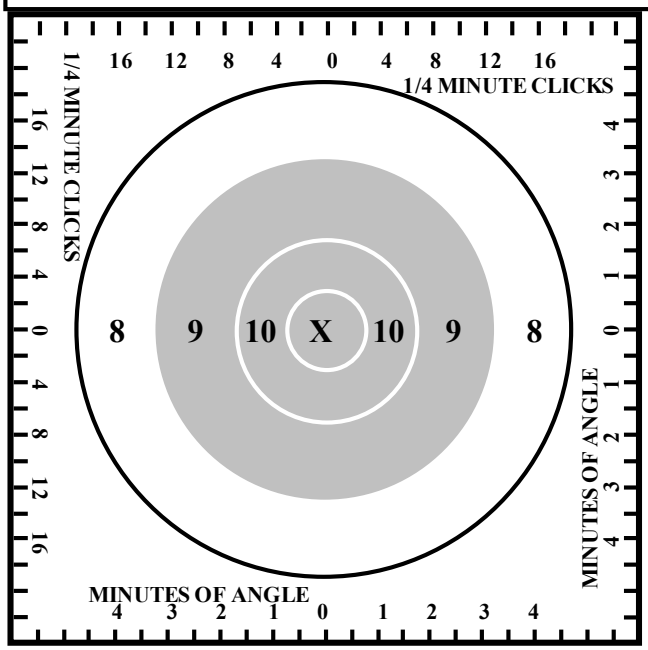
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

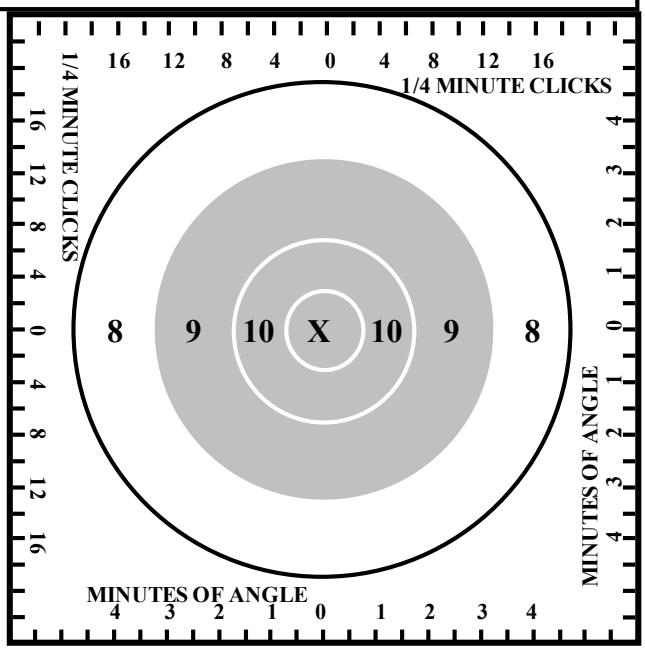
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

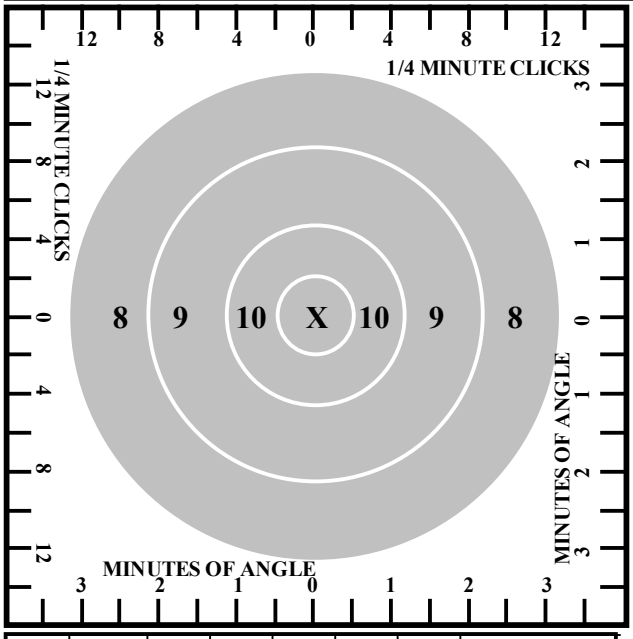
X's	10's	9's	8's	7's	6's	5's	SCORE

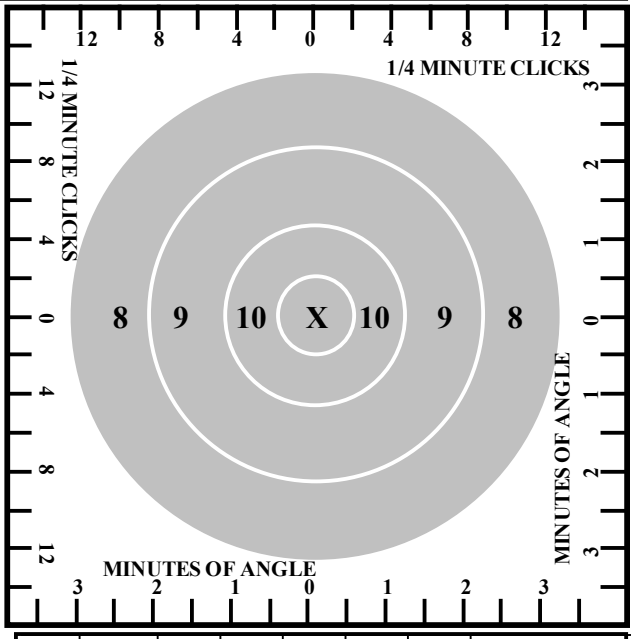
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





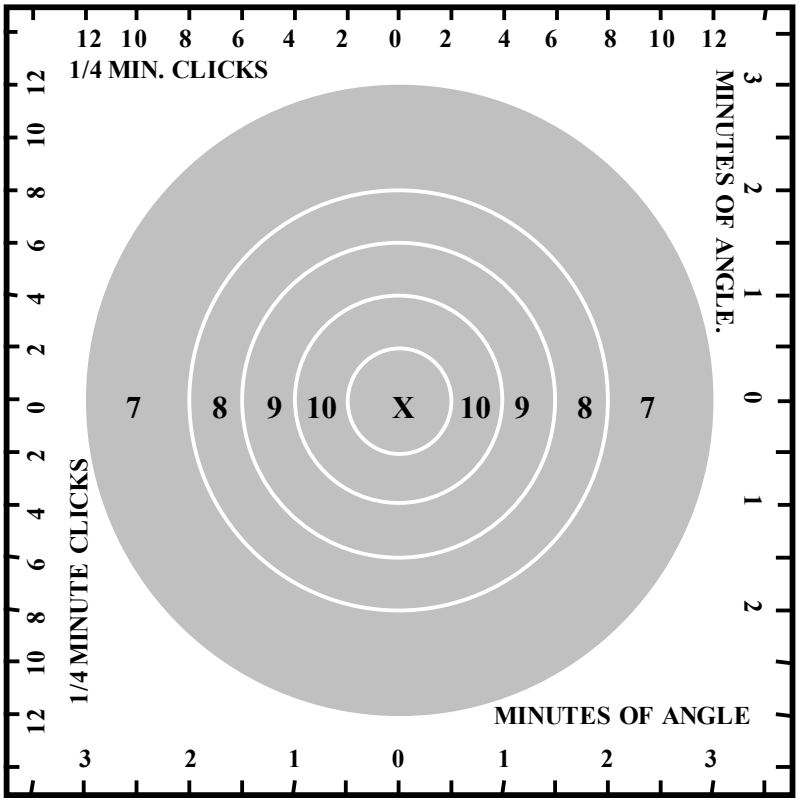
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

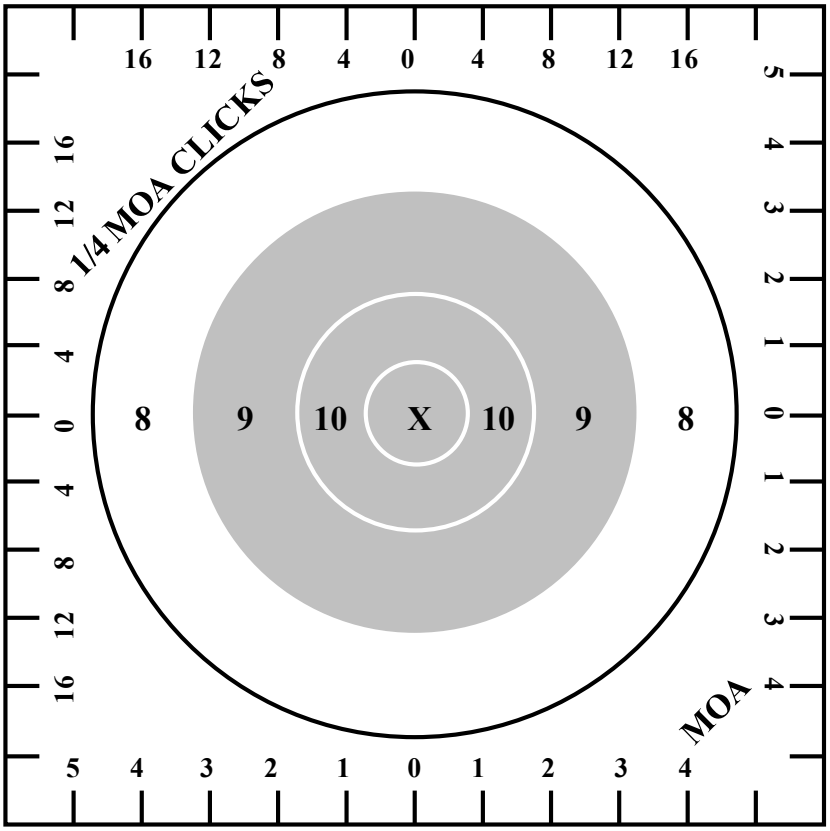
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

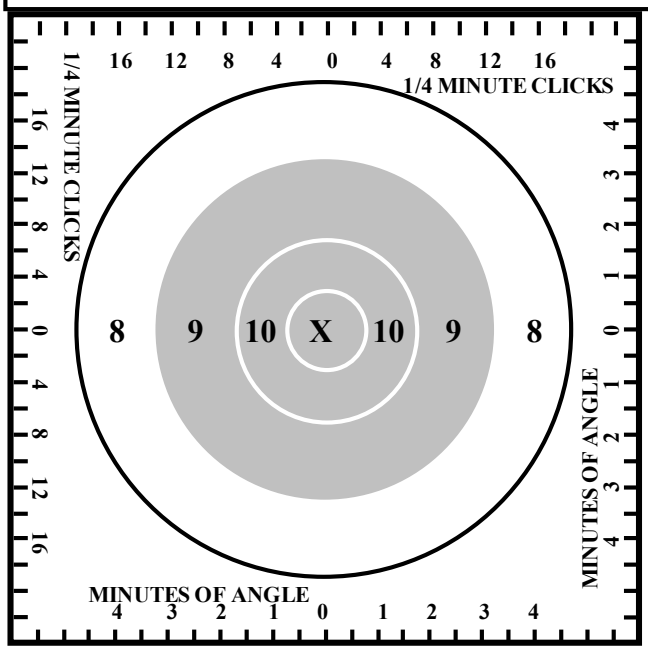
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

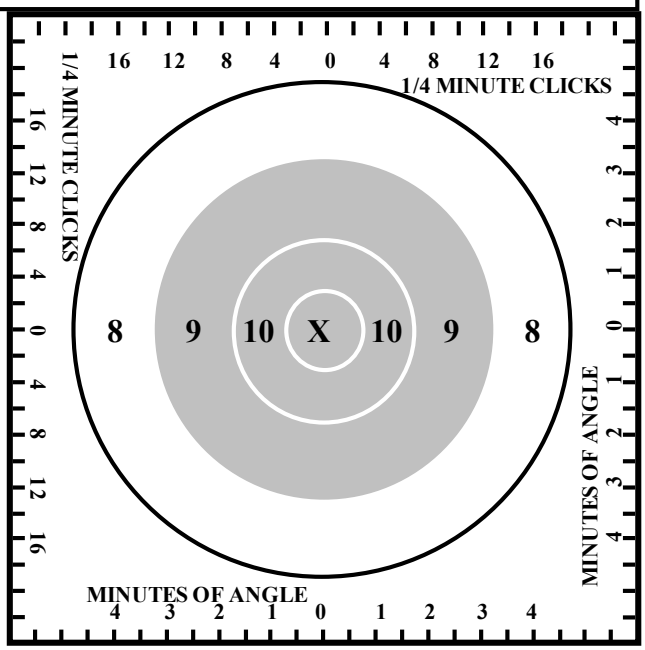
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

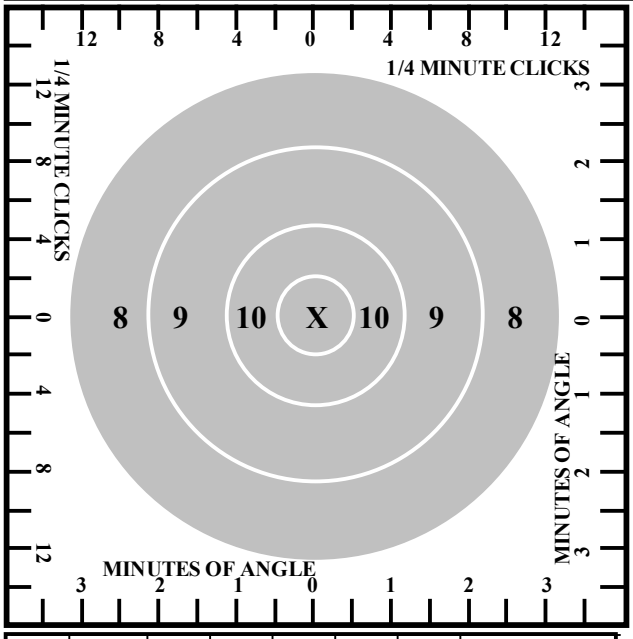
X's	10's	9's	8's	7's	6's	5's	SCORE

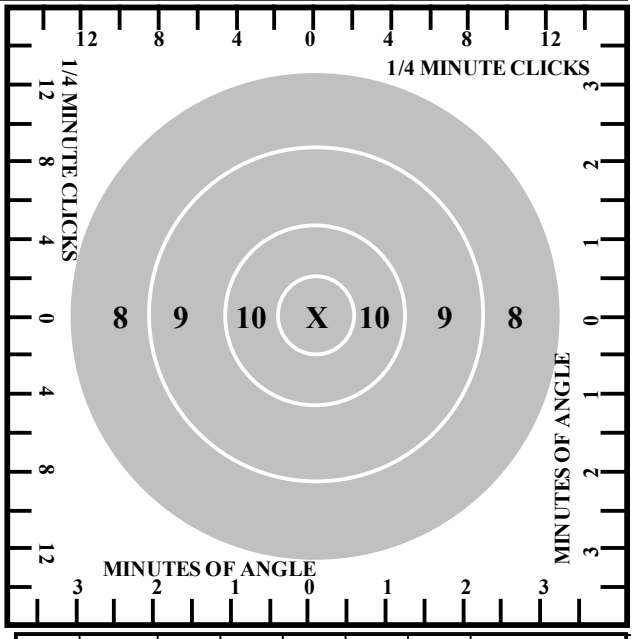
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





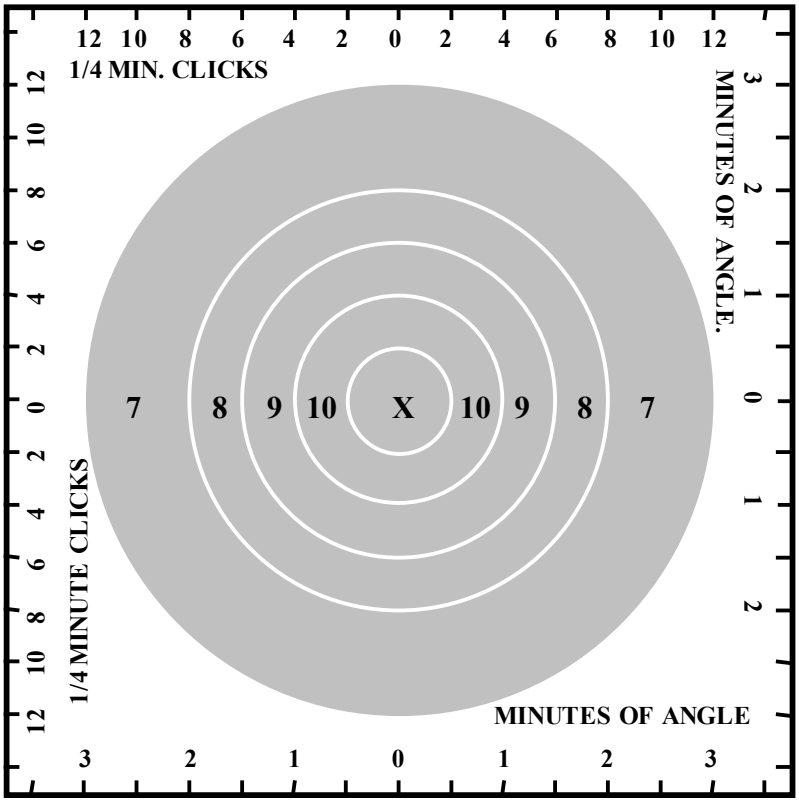
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

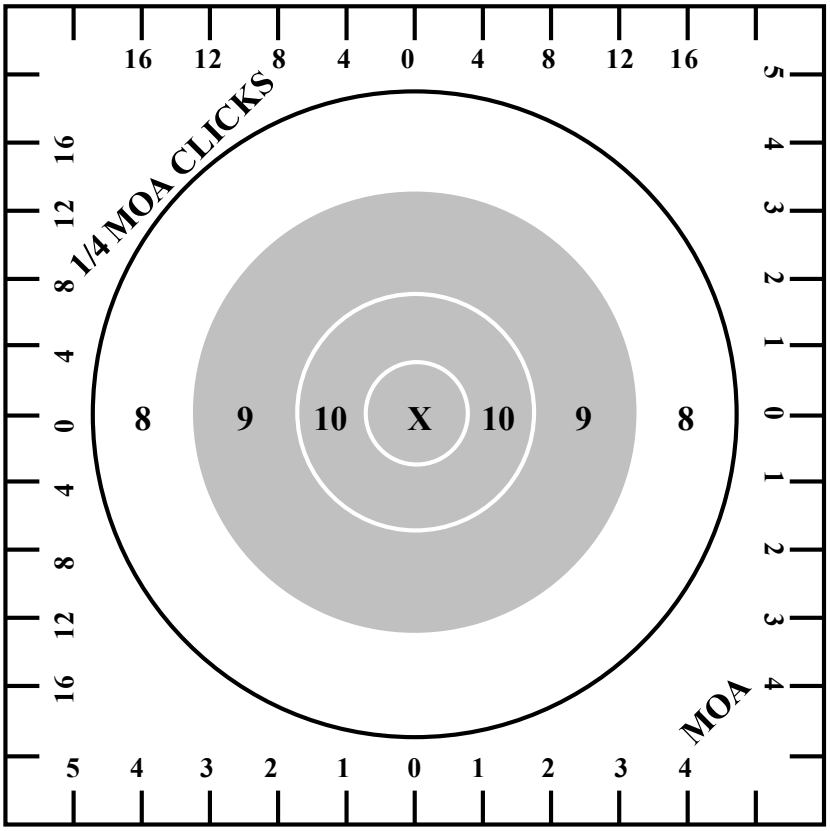
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

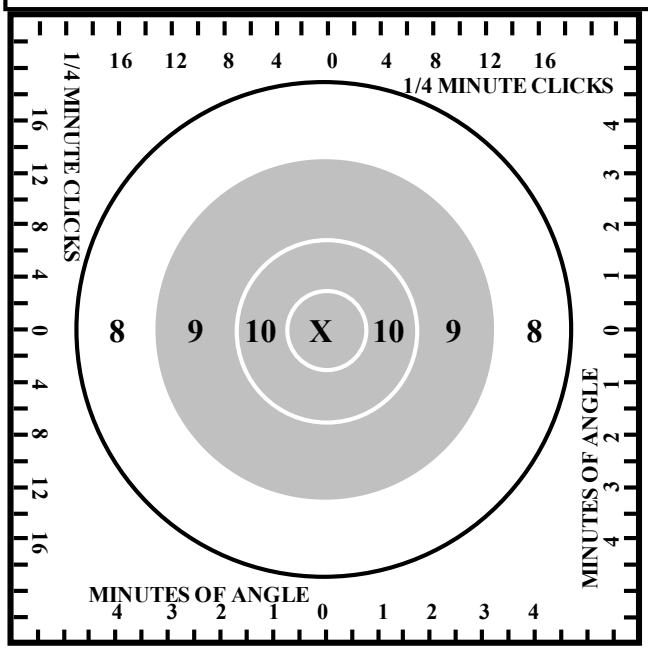
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

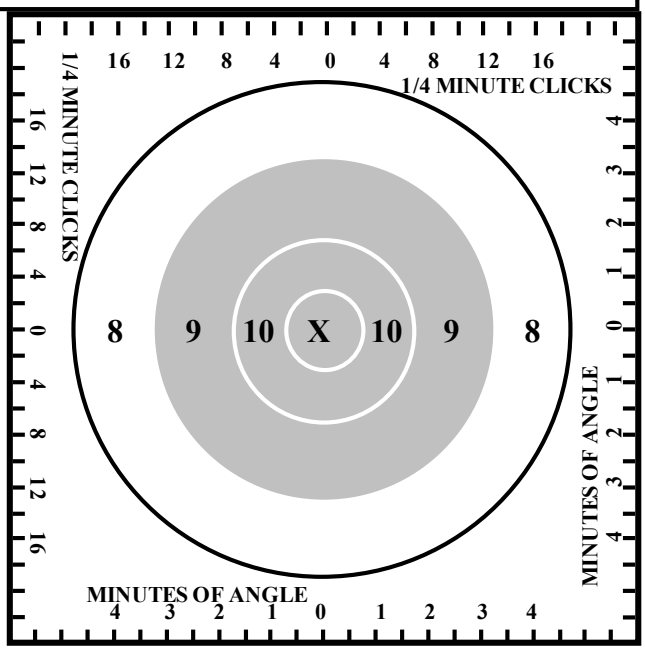
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

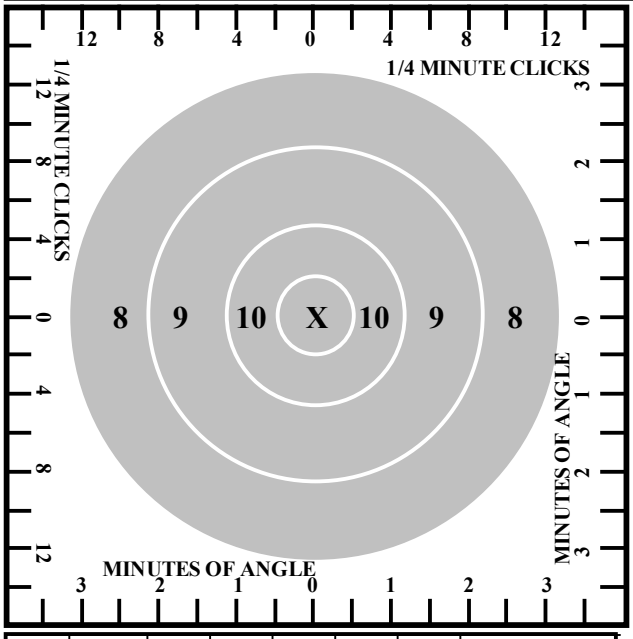
X's	10's	9's	8's	7's	6's	5's	SCORE

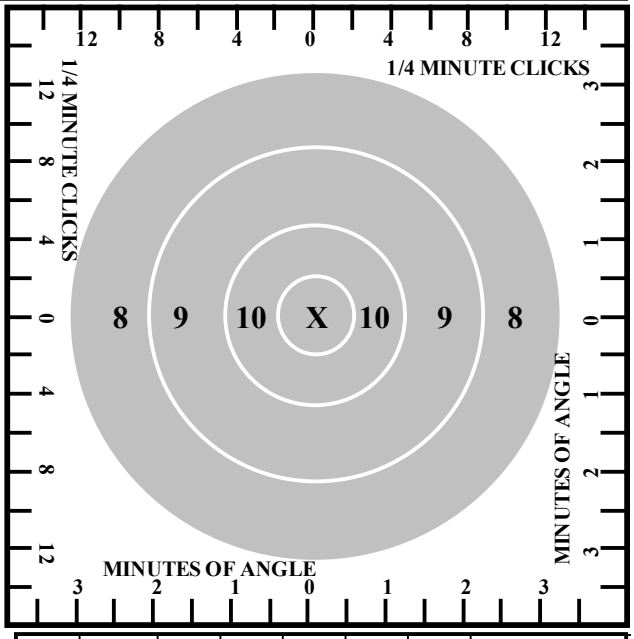
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





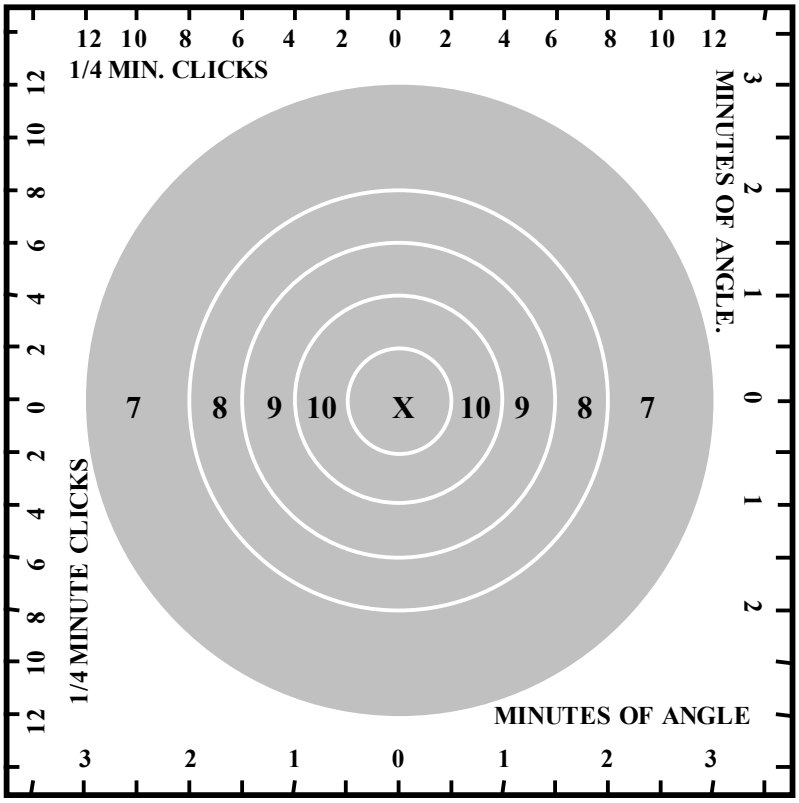
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

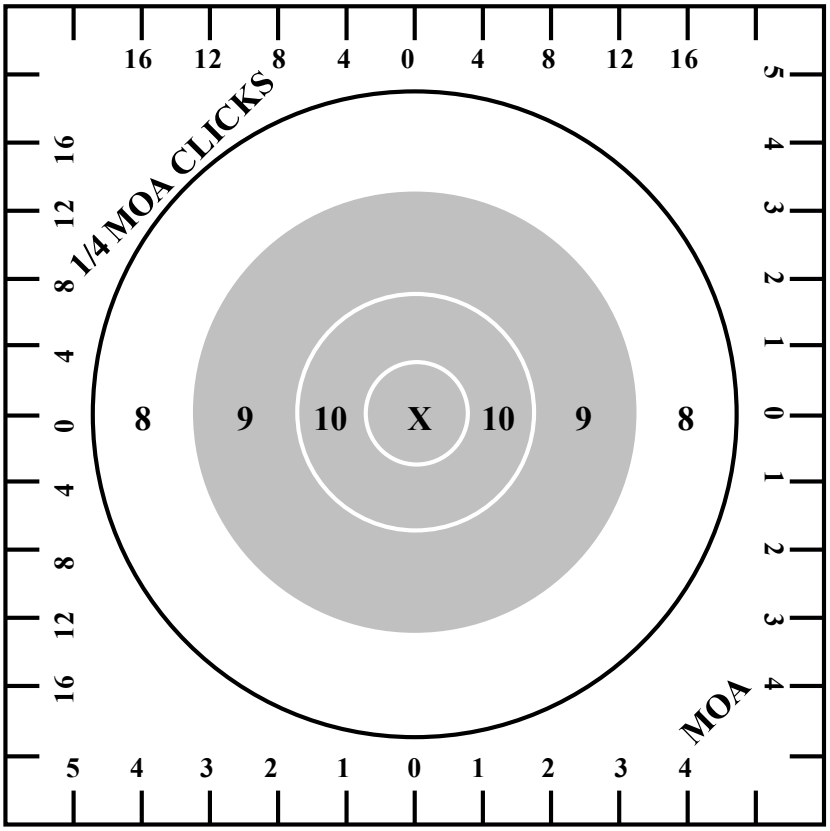
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

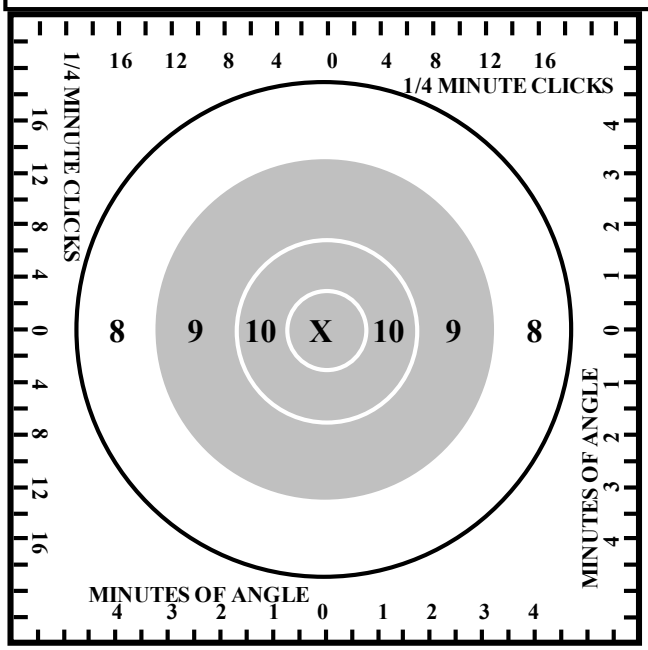
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

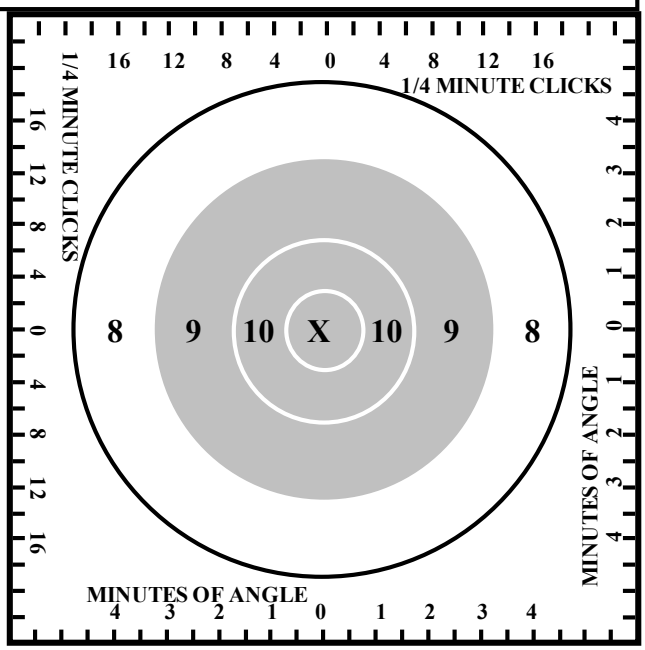
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

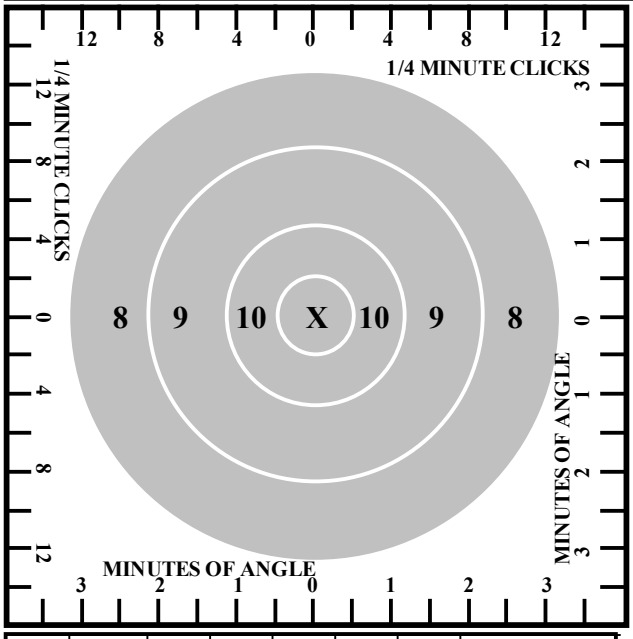
X's	10's	9's	8's	7's	6's	5's	SCORE

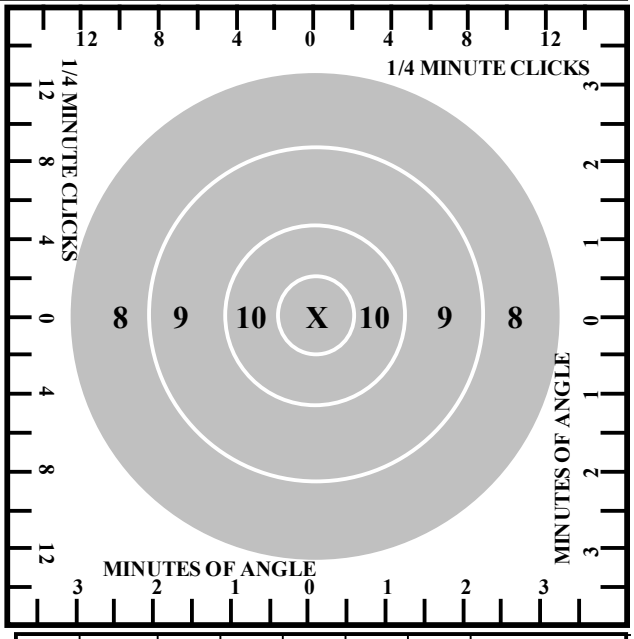
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





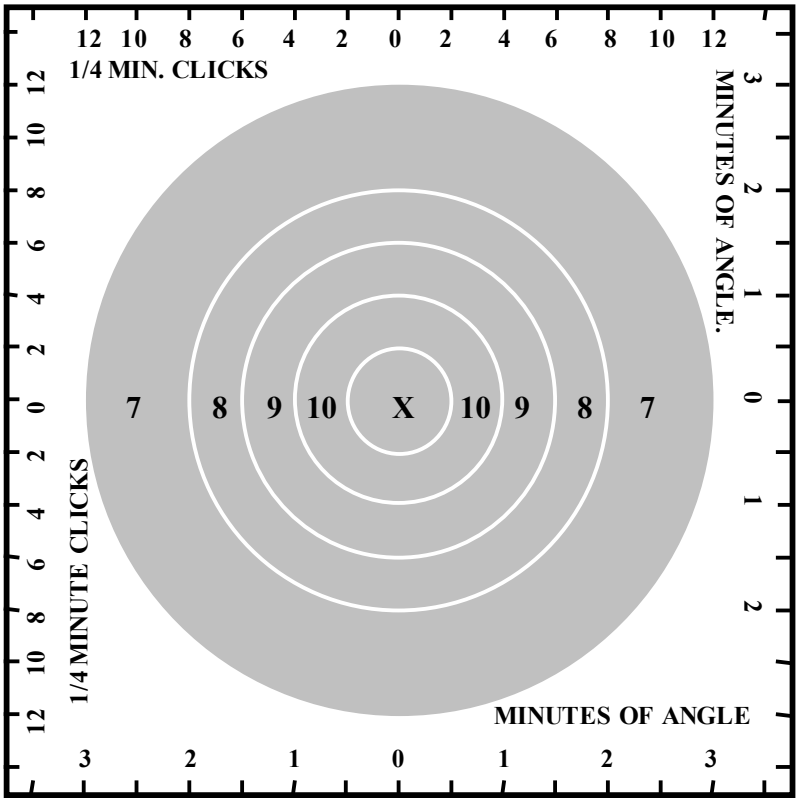
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

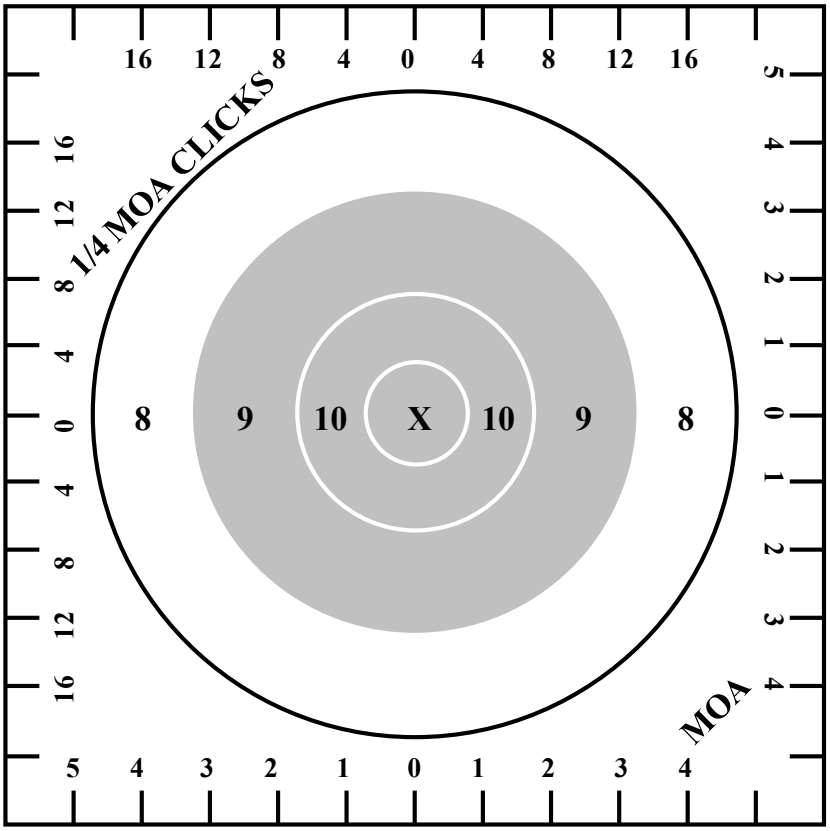
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

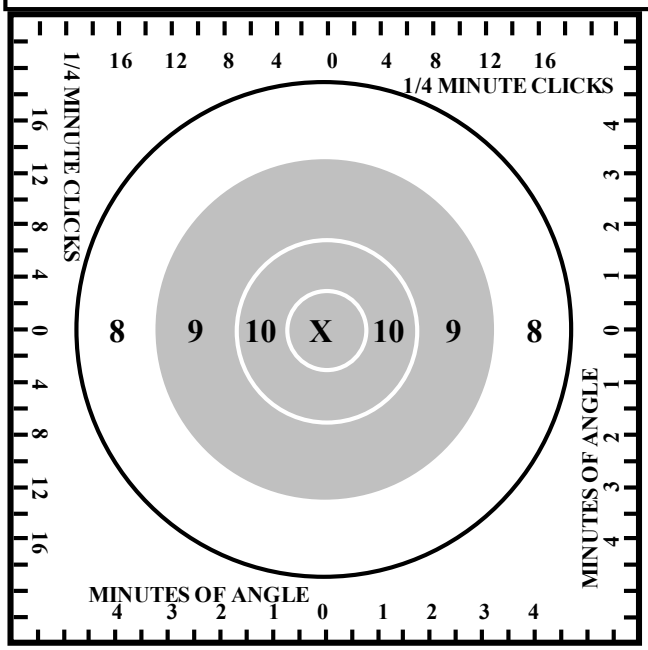
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

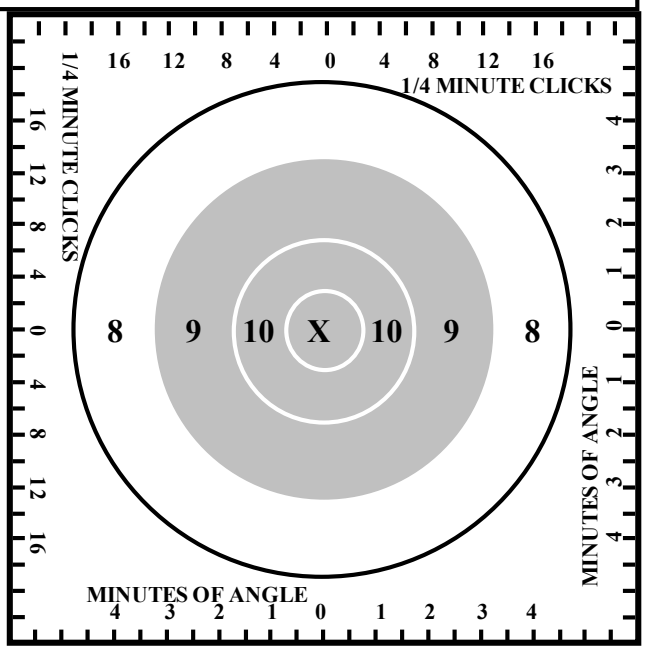
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

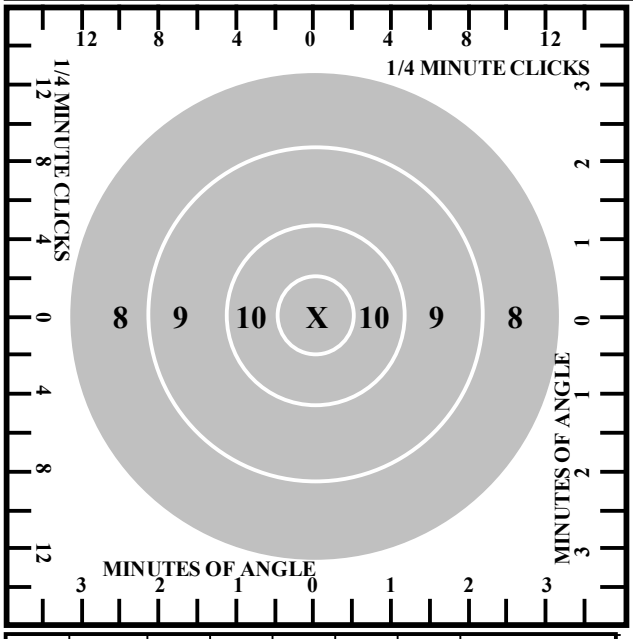
X's	10's	9's	8's	7's	6's	5's	SCORE

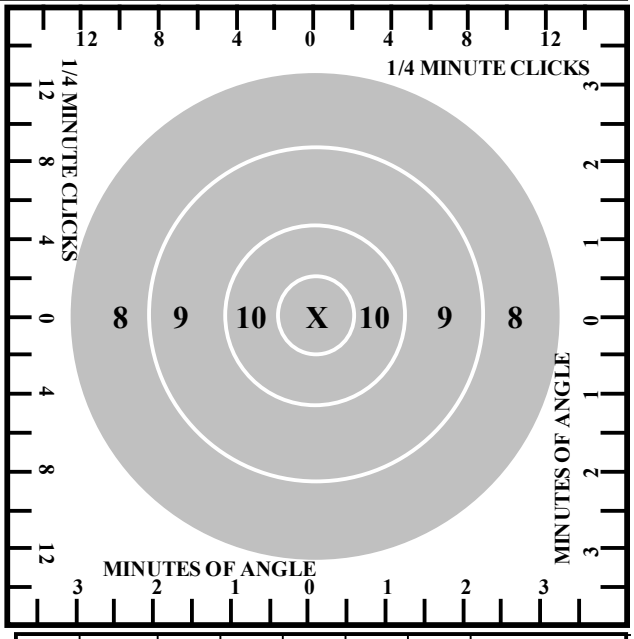
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





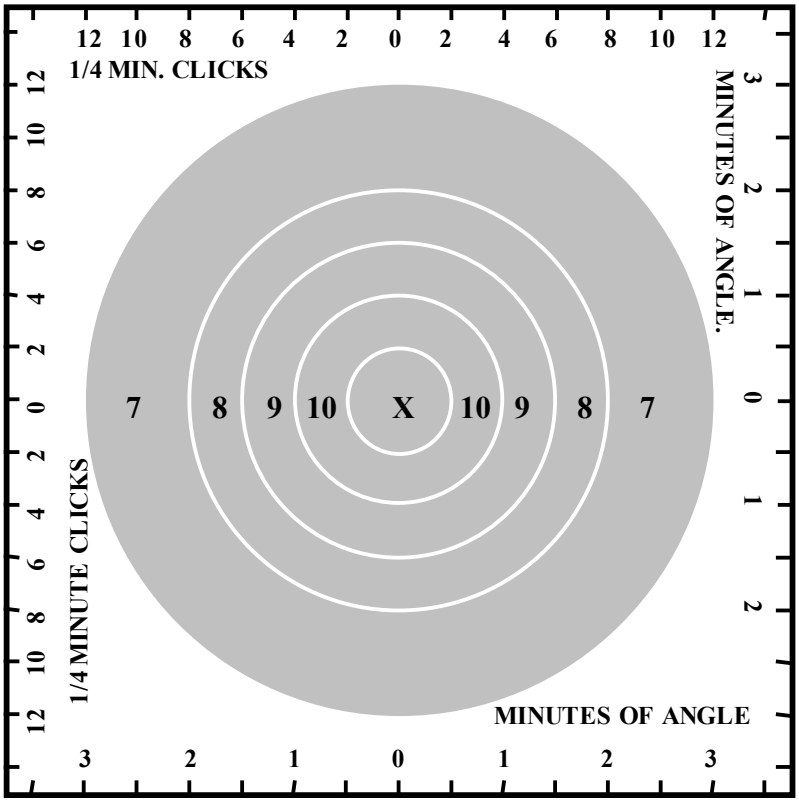
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

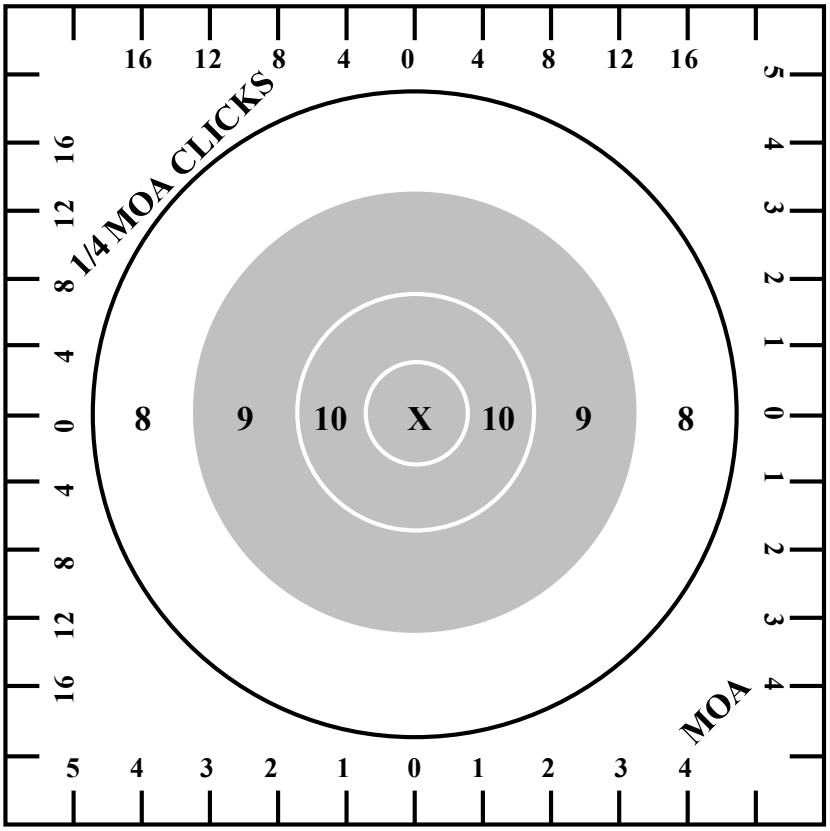
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

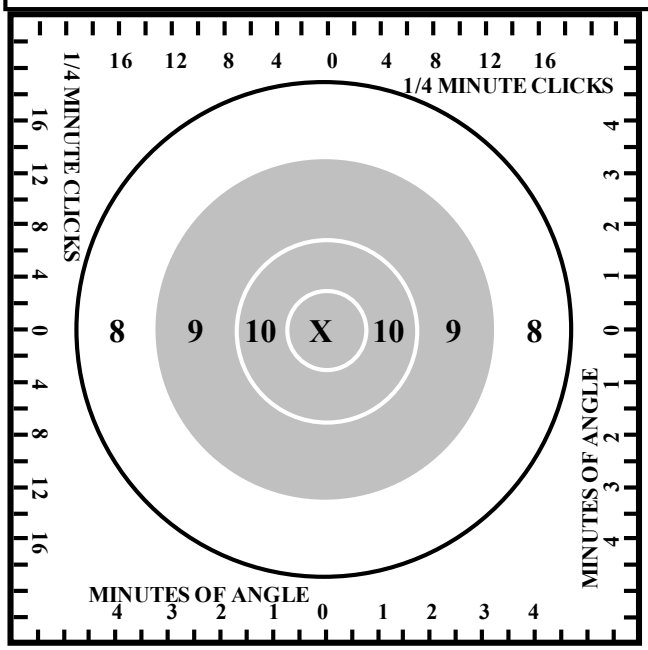
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

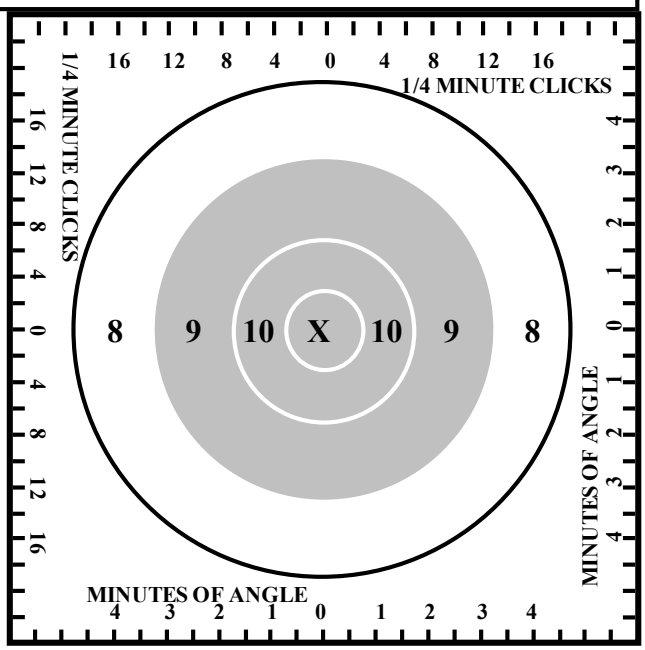
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

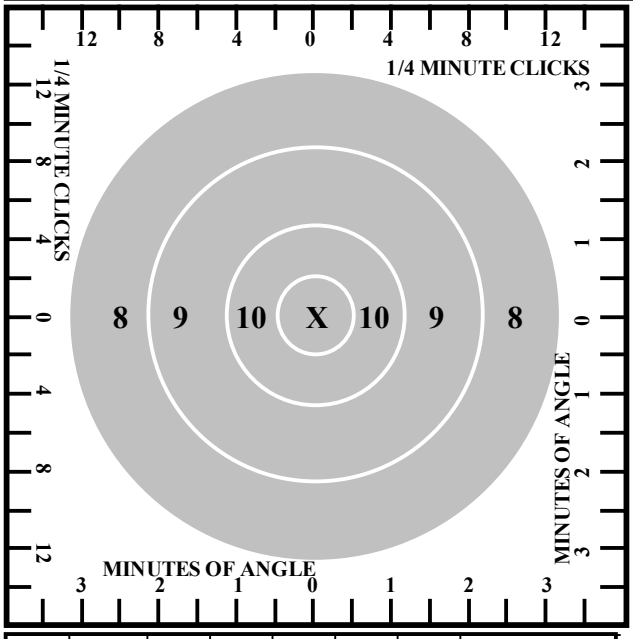
X's	10's	9's	8's	7's	6's	5's	SCORE

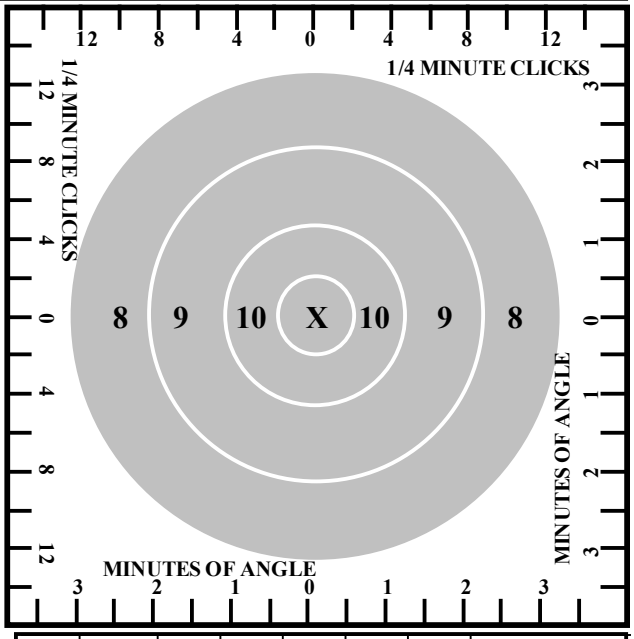
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





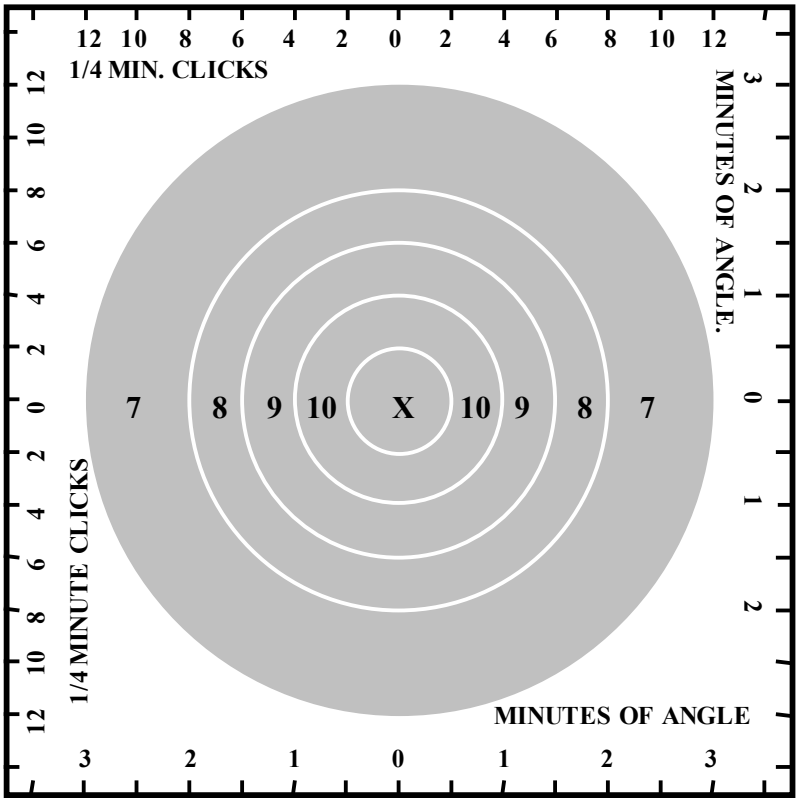
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

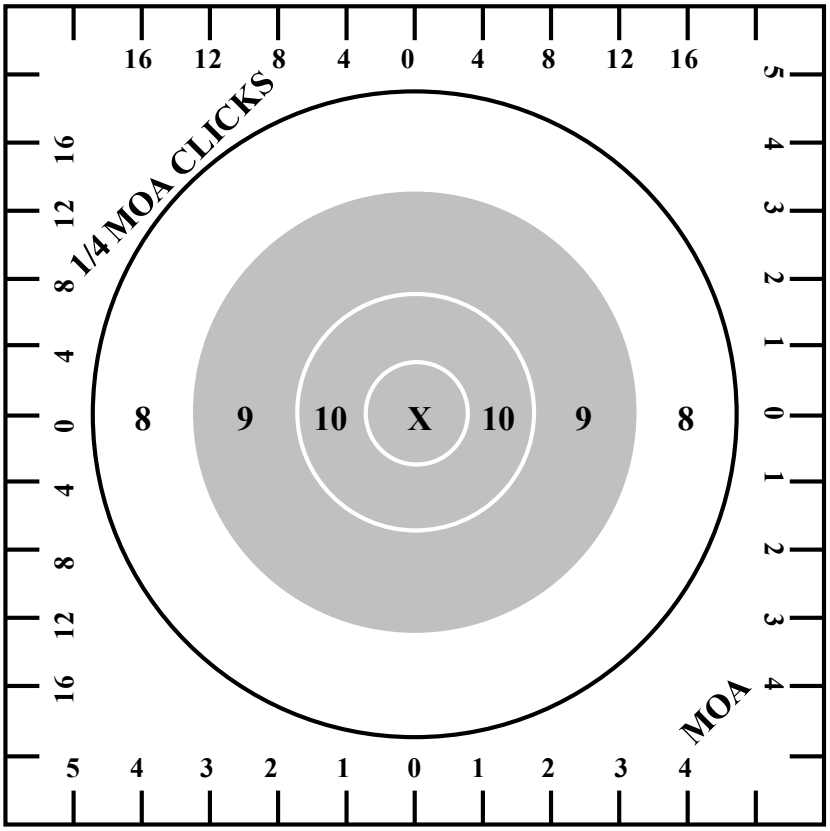
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

200 YARD SLOW FIRE - OFFHAND

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	
LIGHT / TEMP	WIND / VEL	SIGHT PICTURE
ELEV ZERO	WIND ZERO	
ELEV CORR	WIND CORR	

	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

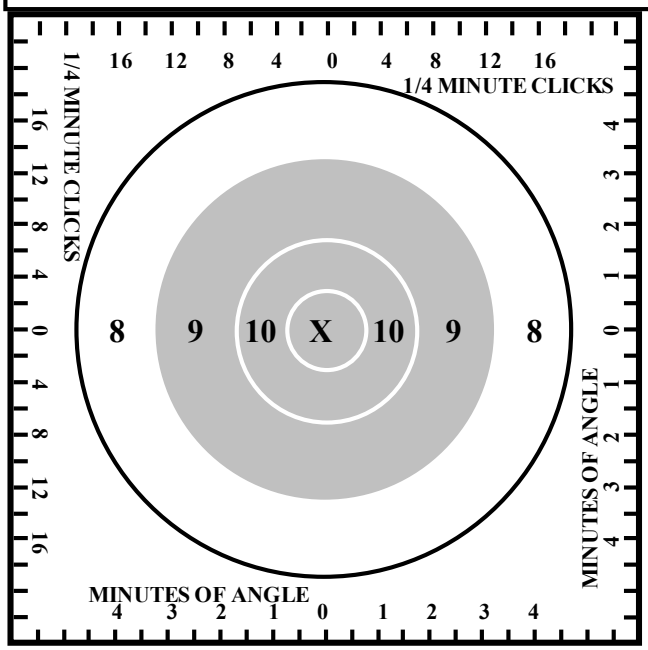
	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

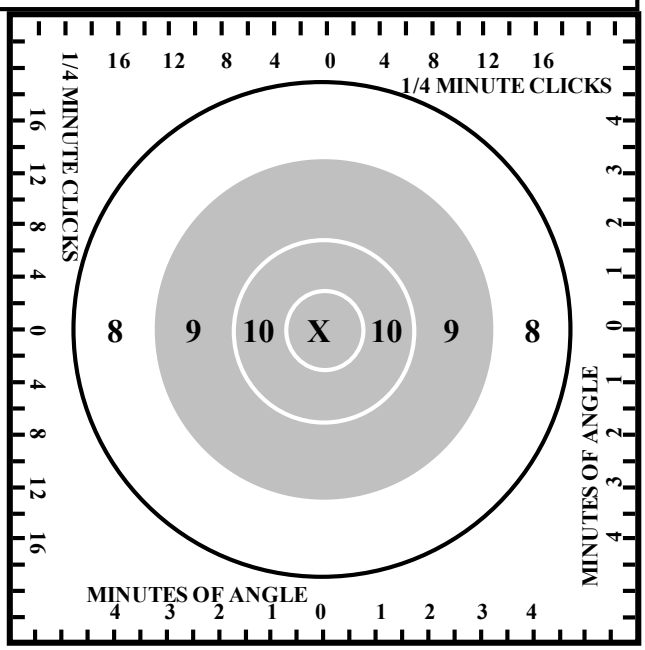
RMKS	TOTAL SCORE

200 YARD RAPID FIRE - SITTING

1 OR 2 STRINGS OF 10 SHOTS IN 60 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





X's	10's	9's	8's	7's	6's	5's	SCORE

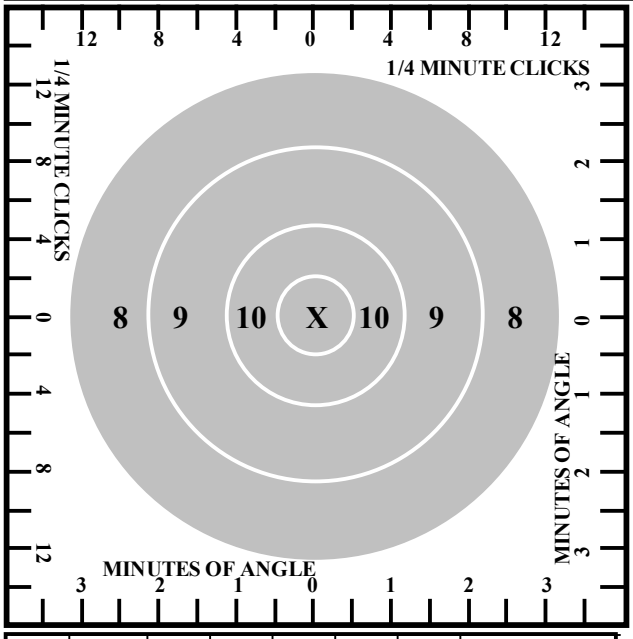
X's	10's	9's	8's	7's	6's	5's	SCORE

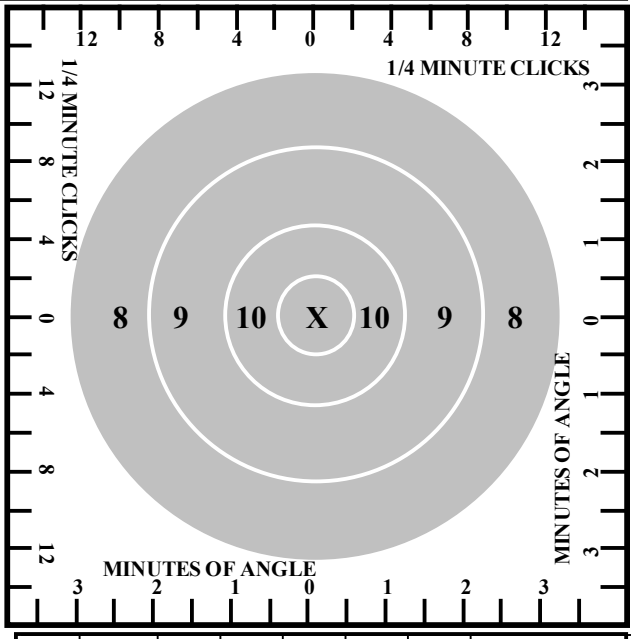
LIGHT	
HOUR	
TEMP	
WIND DIR / SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

300 YARD RAPID FIRE - PRONE

1 0R 2 STRINGS OF 10 SHOTS IN 70 SECONDS
MAY BE PRECEDED BY 2 SIGHTING SHOTS

RIFLE	AMMO	RELAY	LANE





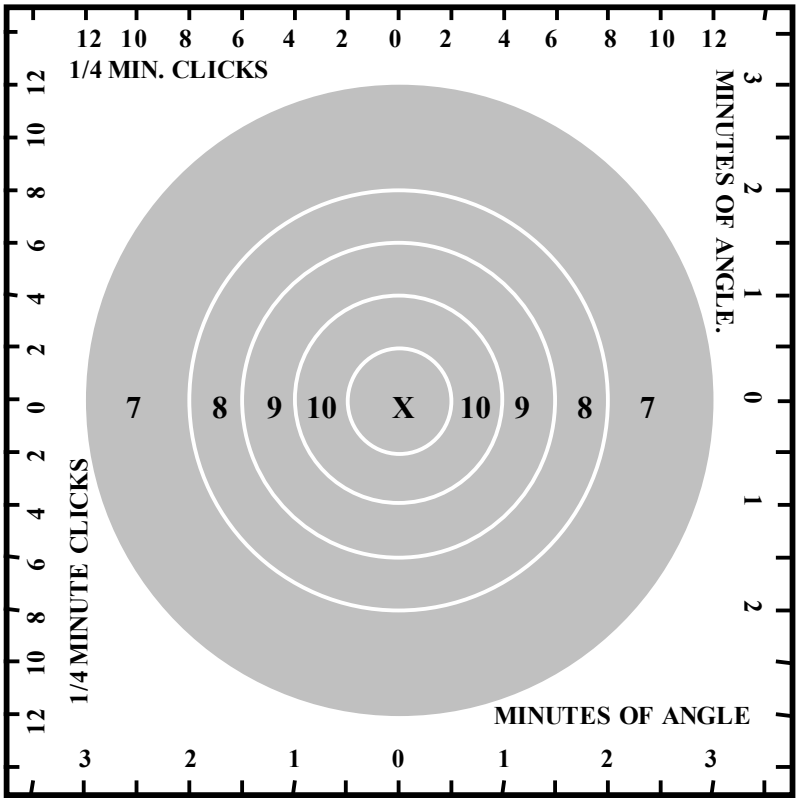
X's	10's	9's	8's	7's	6's	5's	SCORE

X's	10's	9's	8's	7's	6's	5's	SCORE

LIGHT	12 9 3 6
HOUR	
TEMP	
WIND DIR	12 9 3 6
SPD	
ELEV ZERO	
ELEV CORR	
WIND ZERO	
WIND CORR	
TOTAL SCORE	

600 YARD SLOW FIRE – PRONE

20 SHOTS PRONE W/ 2 SIGHTING SHOTS IN 22 MINUTES



PLACE		DATE
TGT LANE #	RELAY	HOUR
RIFLE	AMMO	

LIGHT / TEMP	12 9 3 6	WIND / VEL	12 9 3 6	SIGHT PICTURE

ELEV ZERO	WIND ZERO
ELEV CORR	WIND CORR

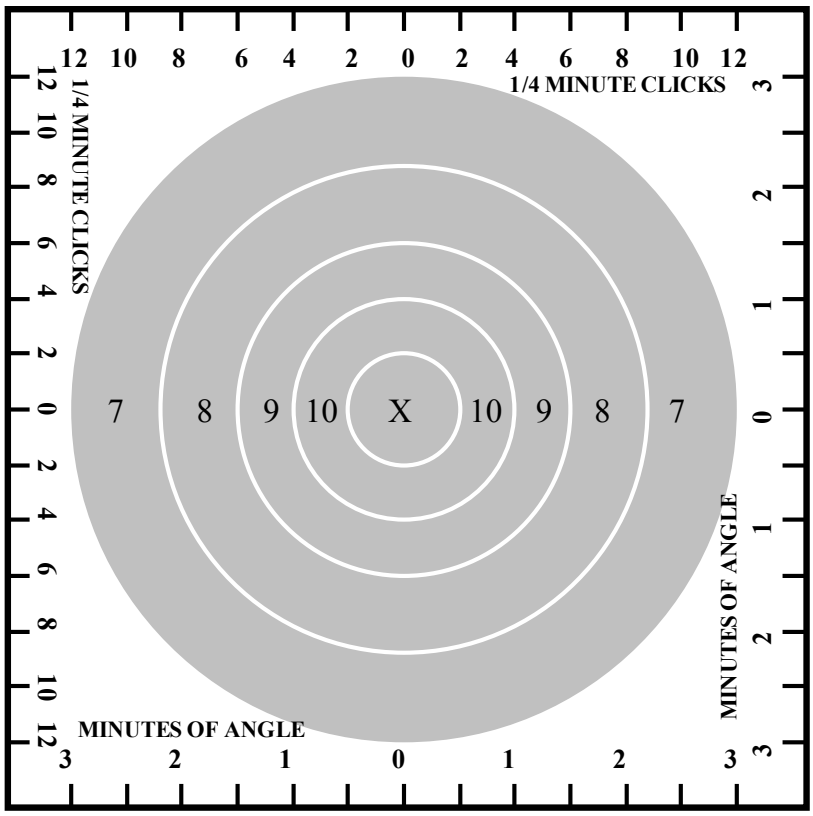
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												

	11	12	13	14	15	16	17	18	19	20
CALL										
ELEV										
WIND										
VALUE										

RMKS	TOTAL SCORE

1000 YARD SLOW FIRE - PRONE

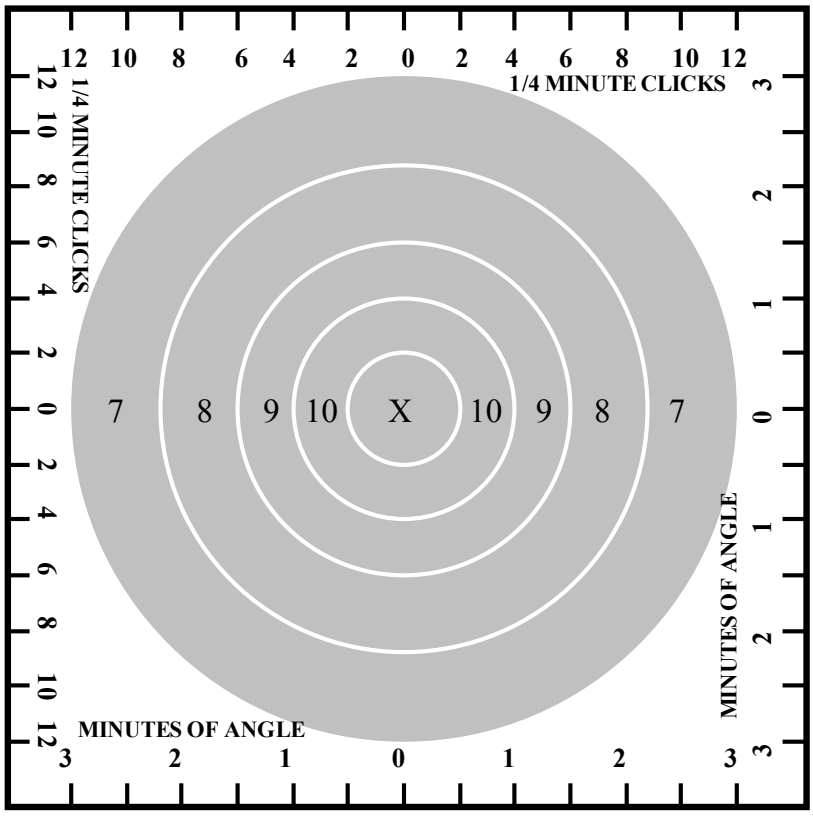
10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



PLACE									DATE			
TGT LANE #			RELAY						HOUR			
RIFLE						AMMO						
LIGHT TEMP				WIND VEL					SIGHT PICTURE			
ELEV ZERO						WIND ZERO						
ELEV CORR						WIND CORR						
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												
			11	12	13	14	15	16	17	18	19	20
CALL												
ELEV												
WIND												
VALUE												
RMKS									TOTAL SCORE			

1000 YARD SLOW FIRE - PRONE

10 OR 20 SHOTS W/ 2 SIGHTING SHOTS, 1 MINUTE PER



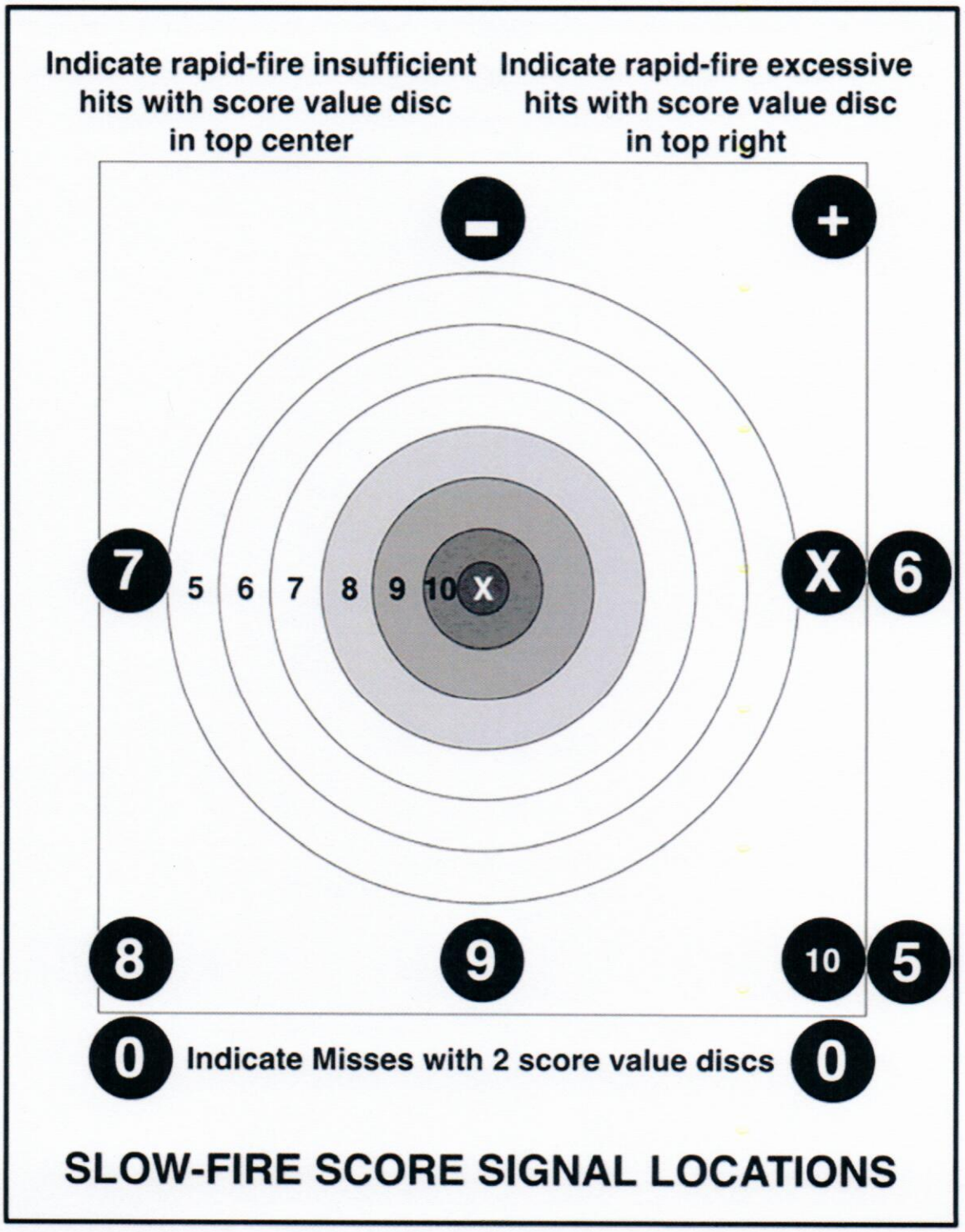
PLACE									DATE			
TGT LANE #			RELAY						HOUR			
RIFLE						AMMO						
LIGHT TEMP				WIND VEL					SIGHT PICTURE			
ELEV ZERO						WIND ZERO						
ELEV CORR						WIND CORR						
	S1	S2	1	2	3	4	5	6	7	8	9	10
CALL												
EL												
WND												
VAL												
			11	12	13	14	15	16	17	18	19	20
CALL												
ELEV												
WIND												
VALUE												
RMKS									TOTAL SCORE			

NOTES:

Santa Margarita Gun Club

Highpower Rifle - Target and Scoring Information

Diagram 3



Highpower Rifle - Target and Scoring Information

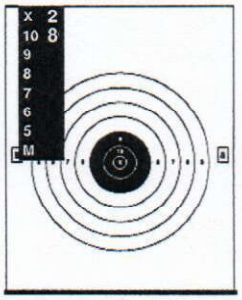
Diagram 4

Highpower Rifle Rapid Fire Scoring Guide

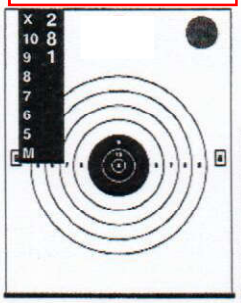
Modifications made to original iaw CMP 25th Edition 1/24/2022 TKJ

Considine, U.S. Army (Ret.).

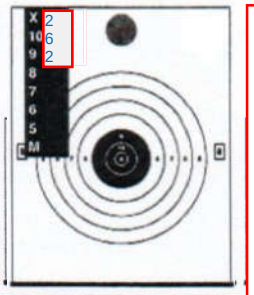
NORMAL 10 HITS



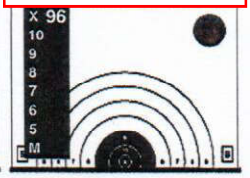
Excessive Hits 11 or 12 Hits



Insufficient Hits 8 or 9 shots



Excessive Hits 13 or more Hits



TARGET IS:	FULLY EXPOSED	FULLY EXPOSED	FULLY EXPOSED		AT HALF MAST
SCORING DISK IS:	Not Showing.	Showing in Top Right.	Showing in Top Center		Showing in Top Right.
SCORE BOARD READS:	10 Hits are Scored.	All 11 or 12 Hits are scored on the Board.	All Hits Scored on Board		Score of the "Low 10 Hits."
SPOTTERS ARE IN TARGET?	Yes. 10 Spotters are Shown.	Yes. All 11 or 12 Spotters are inserted.	Yes. All Spotters are inserted.		No.* Spotters are NOT Inserted.
IT MEANS:	Normal String.	Competitor has 11 or 12 Hits.	8 or 9 Shots on Target, Competitor given the value of the lowest scored shot for their last shot(s).		Competitor has 13 or more Hits.
SHOOTER'S OPTIONS ARE:	Accept Score or Challenge.	Scorekeeper Records HIGH TEN.	1. Accept. 2. Challenge (No refire allowed.)		1. Accept Low Ten. 2. Refire.
TARGET PULLER:	Count 10 holes before inserting Spotters.	Disregard if different Caliber. Call Official.	Check for crossfire two Targets to the left and right. Call Official.		Disregard if different Caliber. Call Official.
RULE:	3.10.3 thru 3.10.10	3.10.11d)	3.10.11b)		3.10.11d)

* DO NOT put spotters into target until told to do so by the Pit Officer.

This guide courtesy of nyhighpower.com

NOTE: This is only a guide. In the event of a conflict with NRA Highpower Rifle rules, refer to that publication. Send corrections to hph222@verizon.net