



MRTM₂₂
Mini Rifle Tactical Marksman

RISING FROM THE ASHES

MATCH BOOK
WINTER EDITION
HUBERTECH JAWORZNO
2024

25.02.2024

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CAPITAL CITY OF POLISH PRS



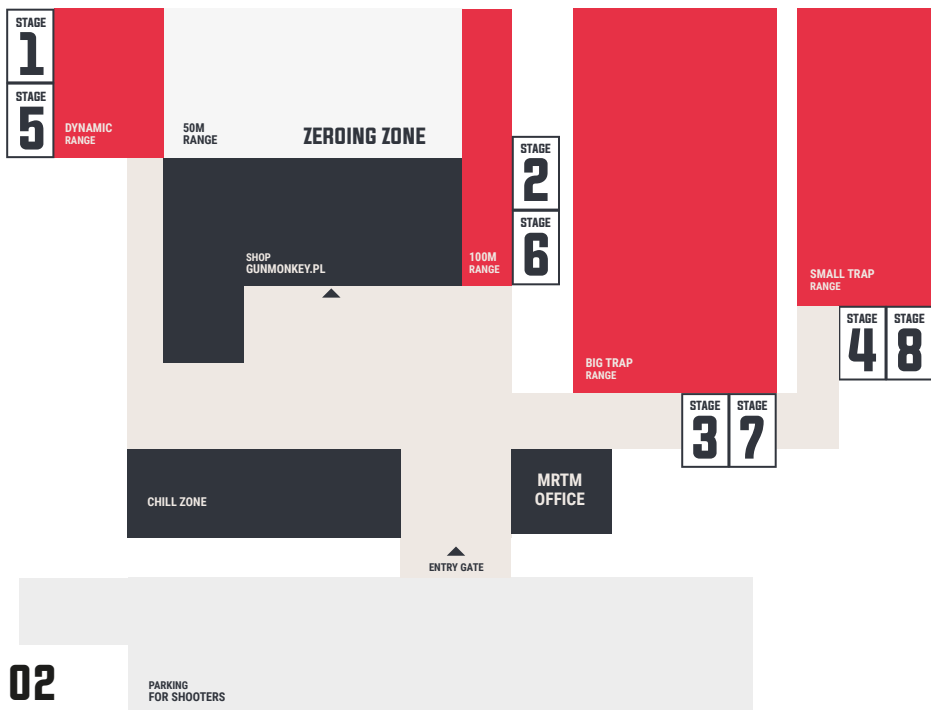
COMPETITION SCHEDULE

- 06:00** - Zeroing available on 50m range
- 06:02** - Competition office starts
- 06:58** - Briefing - Start of the competition
- ALL DAY** - CHILL ZONE open
- The END** - SPECIAL SNIPER CHALLENGE

DISTANCES

The distances we have measured included in this MatchBook are for reference only. Each competitor may take their own measurements during review time so as not to block other competitors' access to the obstacle courses.

COMPETITION / SHOOTING RANGE MAP



ADDITIONAL INFO

AHOT!



SCOREBOARD ONLINE

During the competition it will be possible to follow the results and progress of each shooter online. In the rest area - CHILL ZONE - the current results will be displayed on a monitor screen, if you do not wish to see them during the finals - avoid the TV with the "SCORE BOARD" sign.



STREAM ON-LINE

There will be a live broadcast from selected stages via the YouTube platform, don't forget to smile to the camera :)



TIME MEASUREMENT + SPECIAL STAGE

Just like the SS in WRC rallies, we have prepared a SPECIAL STAGE for you to win a bonus prize for the best and fastest shooter! In addition, there will be accurate timing on each track to determine the winner based on time in the event of a points tie.



SNIPER SPECIAL CHALLENGE

After the end of the competition on 25.02 and after the awarding of medals to the winners, competitors of the sniper special event will be drawn to compete in the same time on the track - first come, first served! Details will follow after the awarding of medals from the entire competition :)

SUMMARY

- REMEMBER ABOUT SAFETY RULES, THE RANGE OFFICE WILL PRESENT THEM ON EACH TRACK
- FOLLOW THE RANGE OFFICER'S INSTRUCTIONS, HE IS ALWAYS RIGHT - IF IN YOUR OPINION HE IS NOT, MAKE A PROTEST
- REMEMBER ABOUT EYES AND EARS PROTECTORS
- DURING THE COMPETITION THERE WILL BE FOOD FOR COMPETITORS
- FREE DRINKS AT YOUR DISPOSAL
- IN CASE OF QUESTIONS - CONTACT A MEMBER OF STAFF - WE WILL HELP YOU
- DURING THE COMPETITION, THE SHOP WILL BE CLOSED
- SILENCERS ARE ALLOWED, BUT REMEMBER: IF THE SHOOTING TIMER DOES NOT CATCH YOUR SHOT, YOU WILL GET A WARNING THE FIRST TIME, THEN IF THE SITUATION REPEATS ITSELF, THIS STAGE WILL BE CLEARED.

TEAMS STARTING SCHEDULE MRTM WINTER 2024

	TOR 1	TOR 2	TOR 3	TOR 4	TOR 5	TOR 6	TOR 7	TOR 8
TEAM 1 PIERWSZY	07:00	08:00	09:00	10:00	12:00	13:00	14:00	15:00
TEAM 2 DRUGI	10:00	07:00	08:00	09:00	15:00	12:00	13:00	14:00
TEAM 3 TRZECI	09:00	10:00	07:00	08:00	14:00	15:00	12:00	13:00
TEAM 4 CZWARTY	08:00	09:00	10:00	07:00	13:00	14:00	15:00	12:00
TEAM 5 PIĄTY	07:30	08:30	09:30	10:30	12:30	13:30	14:30	15:30
TEAM 6 SZÓSTY	10:30	07:30	08:30	09:30	15:30	12:30	13:30	14:30
TEAM 7 SIÓDMY	09:30	10:30	07:30	08:30	14:30	15:30	12:30	13:30
TEAM 8 ÓSMY	08:30	09:30	10:30	07:30	13:30	14:30	15:30	12:30

NOTE:

Please be the complete squad on the stage up 15 minutes before the shooting start time.

Please keep an eye on the shooting schedule - if shooters do not present themselves on time for a particular stage it may be a consequence of all shooters in that squad not completing their runs.



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HIT TO MOVE

STAGE 1 WORRY HOLE



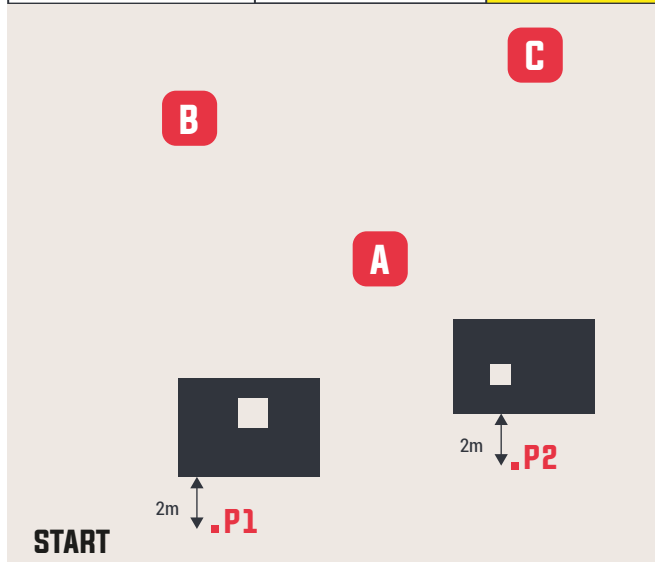
POSITIONS: **2**

TARGETS: **3**

TIME: **120S**

MAX PTS.: **10**

BRIEFING: **90S**



STARTING POSITION

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: A > B > A > C > A
P2: C > B > C > A > C

HIT TO MOVE

COURSE OF FIRE

The shooter after the starting signal will move to the P1 shooting position and will fire at targets in the correct order so as not to damage the NO SHOOT screen, in which a special window has been cut out, through which the target can be observed and fired at. Each time the NO SHOOT screen is hit, 1 point is deducted. After hitting 5 targets from the P1 position, the shooter will move to the P2 position and fire at the targets in the order listed above in the same order. HIT TO MOVE means that the target must be hit to continue the sequence.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

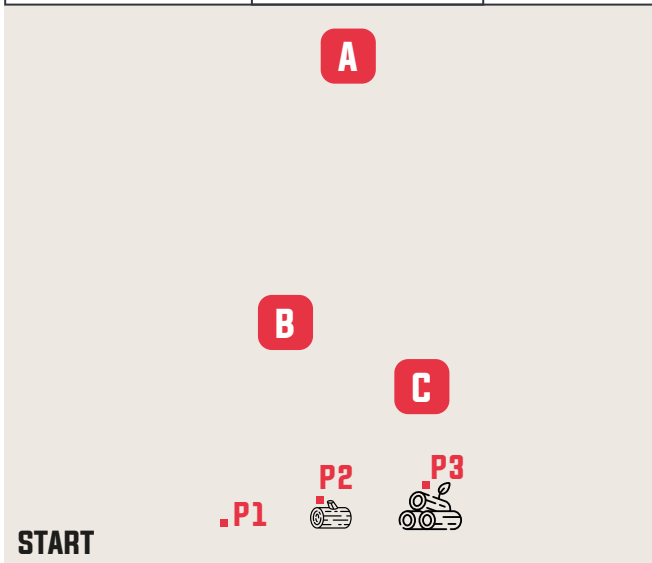
TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	2 CM	15 M			
B	2 CM	20 M			
C	3 CM	25 M			

SHOOT TO MOVE

BRIEFING: 120S

STAGE 2

SHOW ME YOUR PAPERS

POSITIONS: **3**TARGETS: **3**TIME: **90S**MAX PTS.: **14****STARTING POSITION**

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: A > B > A
P2: A > B > A
P3: A > B > A > C

COURSE OF FIRE

The shooter after the starting signal will move to P1 and fire at targets in order A > B > A in SHOOT TO MOVE, then move to obstacle P2 and fire at targets in order A > B > A, then move to P3 and fire at targets in order: A > B > A > C. Targets B and C have point bonuses depending on the sector they hit. The highest scoring sector is the sector marked in the centre and on a hit in this sector 2 points can be gained. The next sector further to the centre of the target is scored 1 point.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

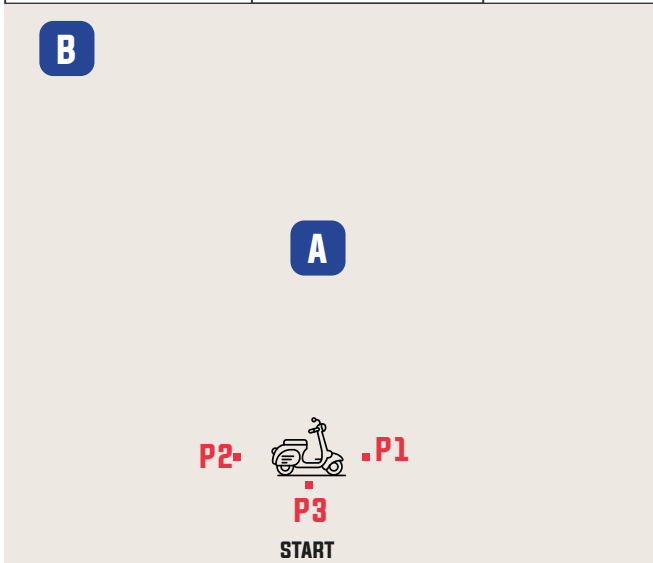
TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	10 CM	102 M			
B	3 CM	30 M			
C	3 CM	8 M			

STAGE 3

TIME IS MONEY



POSITIONS: 3	TARGETS: 2	TIME: 90S	MAX PTS.: ∞
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STARTING POSITION

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: A-B
P2: A-B
P3: A-B

ALL YOU CAN HIT
HIT TO MOVE

COURSE OF FIRE

The shooter after the starting signal will move to P1 and fire at targets in A > B sequence, then from P2 fire at targets A > B, then from P3 fire at targets in A > B sequence. The shooter may repeat the sequence P1 > P2 > P3 as many times as he/she wish within 90 seconds.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	5 CM	45 M			
B	8 CM	75 M			

STAGE 4

PERSONAL TRAINER

POSITIONS: **5**TARGETS: **3**TIME: **120S**MAX PTS.: **10****C****B****A****START****STARTING POSITION**

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: A>B
P2: B>C
P3: C>A
P4: A>B
P5: B>C

HIT TO MOVE**COURSE OF FIRE**

The shooter after the starting signal will fire at the targets in accordance with the listed order above from each position, starting at position 1 and ending at position 5. The run ends when all targets have been fired or when time runs out.

HIT TO MOVE stage - A target must be hit in order to fire the next target in the sequence.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

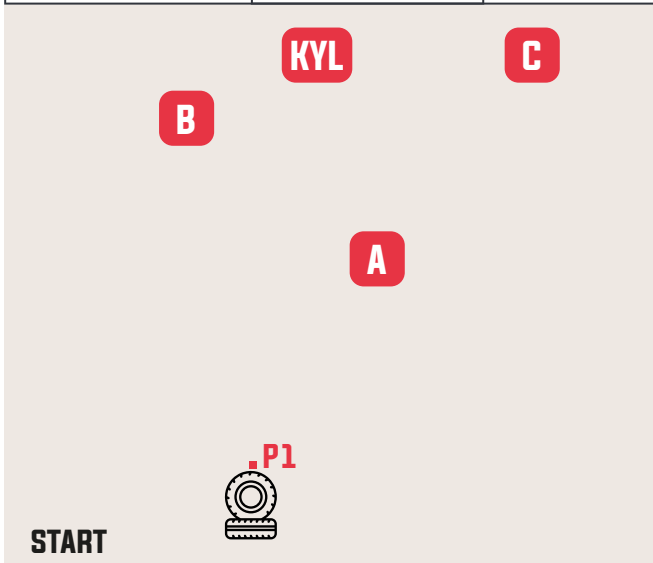
TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	3 CM	25 M			
B	5 CM	45 M			
C	8 CM	75 M			

STAGE 5

PRECISION WORKSHOP



POSITIONS: 1	TARGETS: 4	TIME: 90S	MAX PTS.: 8
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STARTING POSITION

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: KYL

HIT TO MOVE SHOOT TO MOVE

COURSE OF FIRE

The shooter after the starting signal will move to shooting position P1 and starts firing at the KYL target from the largest to the smallest target. In case he misses a target on the KYL, he may return to the competition by hitting a rescue target: with the first miss on the KYL, target A; with the second miss on the KYL, target B; with the third miss on the KYL, target C. Hitting a rescue target allows the shooter to resume firing at the KYL target where he previously missed. Rescue targets are only three and are in the HIT TO MOVE. Rescue targets are not scored.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	2 CM	25 M			
B	2 CM	30 M			
C	3 CM	35 M			
KYL	KYL	37 M			

SHOOT TO MOVE

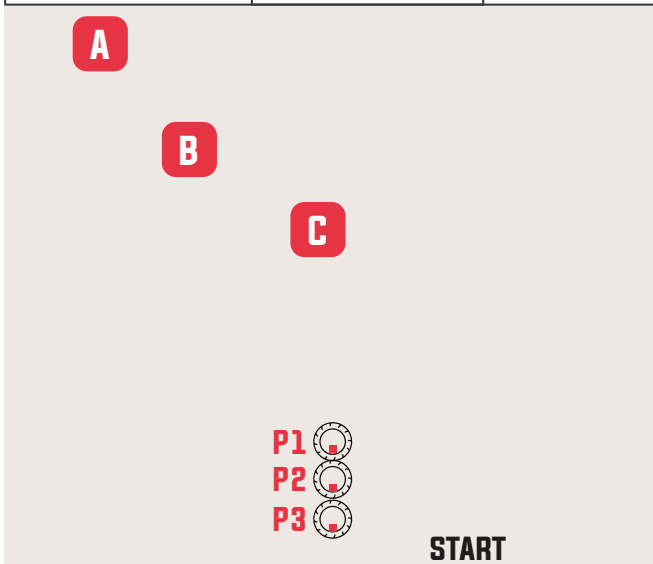
BRIEFING: 120S

STAGE 6

LORD OF THE RINGS



POSITIONS: 3	TARGETS: 3	TIME: 90S	MAX PTS.: 10
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STARTING POSITION

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

only one item

SHOOTING ORDER

P1: A > B > C
P2: C > B > A
P3: C > A > B > A

COURSE OF FIRE

The shooter after the starting signal will move to shooting position P1 and fire at targets in SHOOT TO MOVE procedure in accordance as listed above. After firing at 3 targets, the shooter will move to the P2 firing position, fire at the targets in order and then at P3, continuing in the order of firing.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	10 CM	110 M			
B	8 CM	75 M			
C	5 CM	55 M			

SHOOT TO MOVE

BRIEFING: 120S

STAGE 7

STAIRWAY TO HEAVEN

POSITIONS: **1**TARGETS: **4**TIME: **90S**MAX PTS.: **10****D****C****B****A****P1****STARTING POSITION**

Na pozycji strzeleckiej P1.
Karabin w pozycji High Ready.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

P1: A > B > A > C > A > D >
D > C > B > A

COURSE OF FIRE

The shooter after the starting signal will fire at the targets in accordance with the order listed above. Shooting stance free. SHOOT TO MOVE - only one shot at a target in accordance with the sequence. In case of a hit or miss, the shooter moves to the next target.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	2 CM	15 M			
B	4 CM	35 M			
C	5 CM	45 M			
D	8 CM	75 M			

STAGE 8

WAILING WALL

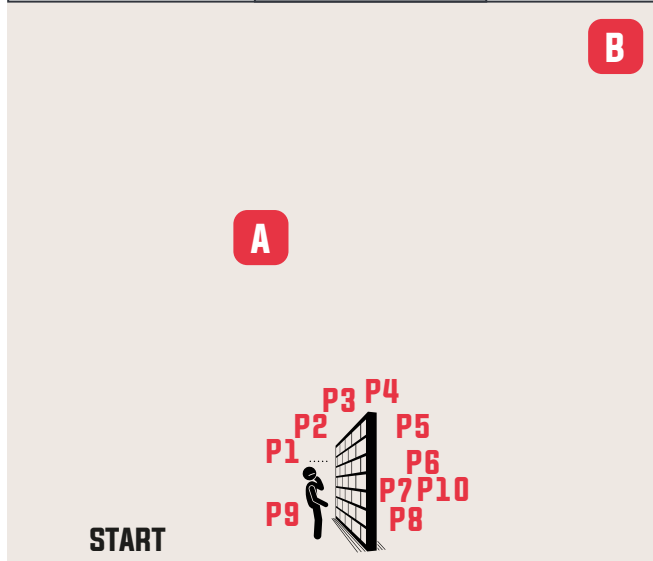


POSITIONS: **10**

TARGETS: **2**

TIME: **120S**

MAX PTS.: **10**



B

STARTING POSITION

2m behind LOF.
Rifle in High Ready position.

SHOOTING POSITION

any

EQUIPMENT

any

SHOOTING ORDER

- P1: A P6: B
- P2: B P7: A
- P3: A P8: B
- P4: B P9: A
- P5: A P10: B

HIT TO MOVE

COURSE OF FIRE

The shooter after the starting signal will move to the obstacle and fire at only one target from each shooting position in accordance with the order listed above. Target shooting sequence: closer (A) change of position > further (B) > change of position > closer (A) etc.

Stage is **HIT TO MOVE** - Target must be hit to change shooting position to next in sequence.

WEAPON CONDITION: Option 2, any number of magazines loaded with a maximum of 10 rounds each.

TARGET	SIZE	DISTANCE	ELEVATION	WIND	NOTES
A	3 CM	75 M			
B	5 CM	45 M			



After the competition and the awarding of medals to the winners of the Winter edition, we have prepared a Special Sniper Challenge for you!



A challenge where time and precision as well as a high level of stress resistance will allow you to win a bonus prize. The competitors for this event will be drawn from all the shooters of the MRTM Winter tournament!

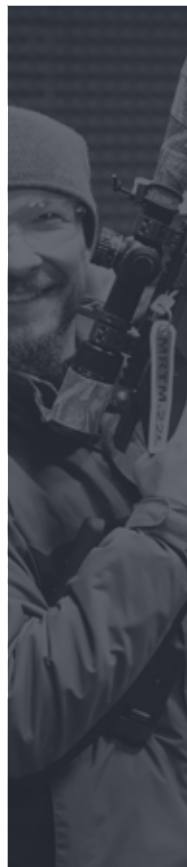


MRTM is practical, long-distance shooting in .22LR calibre.

The MRTM shooting competition is a prestigious and demanding event which attracts experienced shooters from all over Poland and neighbouring countries. MRTM is a discipline focused on precision shooting with rifles in bolt action calibre and the competition itself is based on shooting skills, concentration and precision. Shooters must achieve maximum accuracy at various distances, taking into account the varying difficulty of the terrain and weather conditions.

The MRTM competitions require not only excellent shooting technique, but also the ability to plan and adapt to dynamic situations. The MRTM competitions is an opportunity to compete at the highest level and to improve shooting skills in extreme conditions.

Let the force be with You!



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