

Kapunda Rifle Club Inc.



N Tamke Memorial Trophy

900 Yards

Saturday, 27 November 2021

LEGEND

Handicap Winner

Top Off Rifle

Possible

Sniper

	1st	2nd	O/R	Hcp	% Used if under limit	% Used if over limit	Sniper
Target Rifle (Max 100.20)							
Guyatt F	48.04	47.02	95.06	4.00	DNR	125.00%	16.00
Hoerisch J	40.02	46.03	86.05	4.25	DNR	329.41%	15.00
Clarke D	40.02	40.02	80.04	5.75	DNR	347.83%	14.00
Lindner D	36.01	41.00	77.01	8.75	DNR	262.86%	8.00
Mullins L	38.03	35.00	73.03	20.00	DNR	135.00%	14.00
Visitor H Mullins	21.00	25.00	46.00		NA	NA	9.00
F Standard (Max 120.20)							
Papageorgiou C	52.01	55.04	107.05	6.75	DNR	192.59%	19.02
Litchfield P	33.00	36.01	69.01	15.25	DNR	334.43%	11.01
F Open (Max 120.20)							
Kanik E	52.00	57.01	109.01	3.00	DNR	366.67%	16.00
Taylor J	52.01	53.02	105.03	4.75	DNR	315.79%	15.01
F / TR (Max 120.20)							
Davies G	49.01	47.02	96.03	19.25	DNR	124.68%	22.02

The N Tamke Memorial Trophy was shot on Saturday at 900 Yards, in conditions that yielded below par results across the board, with no-one shooting within handicap. Graham Davies won the trophy using 124.68% of his handicap, hotly followed by Fred Guyatt using 125.0%. This event and all future events will be decided on the basis of percentage of handicap used, irrespective of whether all, any or none of the members made limit. This decision was taken at the last committee meeting and adopted as a fair and simpler way of determining a winner across all disciplines. Each member's handicap already takes into account the difference in scoring methods between fullbore and F Class, and this method will be used until and unless the committee or an AGM revisits the issue. Next week will be the Werner Koehler Ring Target (Target Rifle - Bisley style event) at 200 yards, using Shotmarker's ISSF C200 Target Face (manually converting 10 ring to 13 ring etc), as approved at the last Committee meeting. Reminder that the event is two rounds of 6 shots, 2 sighters 1st round, 1 sighter second round.

promoting the sport of long distance rifle shooting