

# MATCH BOOK

Rimfire Precision Rifle Match

Saturday 3rd September 2022



Shooters Name: \_\_\_\_\_

## STAGE 1

### Cadence is Key

**TIME**

120 seconds (15+25+35+45)

**ROUND COUNT**

16 rounds

**EQUIPMENT**

Unlimited gear

**TARGET DISTANCE**

100m

#### *STAGE BRIEF*

Shooter starts 9 metres behind the firing line, port arms, magazine in and bolt back with all equipment in-hand. On the start signal, the shooter will have 15 seconds to make their way to the barricade and fire 1 round from the standing position. On the second beep, the shooter will have 25 seconds to fire 2 rounds from the kneeling position and 1 round from the standing position. On the third beep, the shooter will have 35 seconds to fire 3 rounds from prone, 2 rounds from kneeling and 1 round from standing. On the fourth beep, the shooter will have 45 seconds to fire 3 rounds from prone, 2 rounds from kneeling and 1 round from standing.

#### *NOTES*

- The shooter can break position after taking their shots but cannot build the next position until the timer beeps.

SCORE \_\_\_\_ / 16

## STAGE 2

### Tripod Trauma

**TIME**

150 seconds

**ROUND COUNT**

12 rounds

**EQUIPMENT**

Unlimited gear

**TARGET DISTANCE**

100m

#### ***STAGE BRIEF***

Shooter starts 2 metres behind the firing line, port arms, magazine in and bolt back with all equipment in-hand. On the start signal, the shooter will deploy their tripod and utilise it as a front support to build a kneeling position in which their barrel must clear the right-hand side low position of the barricade and fire 2 rounds at the large target. The shooter will then move to a prone position on the right-hand side of the barricade and engage the small target with 2 rounds. The shooter will then utilise their tripod as front support again to build a standing position in which their barrel must clear the right-hand side high position of the barricade and fire 2 rounds at the large target. The shooter will then reverse this shooting order from the left-hand side of the barricade by firing 2 rounds at the large target in the standing position, 2 rounds at the small target from prone, and then 2 more rounds at the large target from the kneeling position.

#### ***NOTES***

- Tripods must be deployed on the clock.
- Shooters can clip in or use a bag on top of the tripod.

SCORE \_\_\_\_ / 12

## STAGE 3

### Stage TREE

**TIME**

120 seconds

**ROUND COUNT**

14 rounds

**EQUIPMENT**

Unlimited gear

**TARGET DISTANCE**

60m & 78m

#### ***STAGE BRIEF***

Shooter starts 2 metres behind the firing line, port arms, magazine in and bolt back with all equipment in-hand. On the start signal, the shooter is to fire 2 shots from each of the 5 positions on the tree, it is the shooters choice whether they start at the bottom and climb the tree or start at the top and work their way down. All left hand side positions will use the far target and all right hand side positions will use the near target. Once all 5 positions on the tree have been used the shooter will then transition to the second barricade and fire 4 rounds in the order of near, far, near then far.

#### ***NOTES***

- Tripods must be deployed on the clock.

SCORE \_\_\_\_ / 14

## STAGE 4

### The Last Post

**TIME**

150 seconds

**ROUND COUNT**

12 rounds

**EQUIPMENT**

1 Bag & 1 Bipod

**TARGET DISTANCE**

78m

#### ***STAGE BRIEF***

Shooter starts 2 metres behind the firing line, port arms, no magazine inserted and bolt back with all equipment in-hand. Shooter will have 2 loaded magazines in the designated area and there will be 6 numbered blocks facing down. On the start signal, the shooter is to place their rifle on the firing line, flip 1 of the cards and yell out the number, the shooter will then collect a magazine and fire 2 rounds from the post matching the number on their card. The shooter will then remove their magazine and take it with them, flip another card and yell out the number, then swap their magazine over and then fire another 2 rounds from the numbered post matching their card. The shooter will then repeat this process until all 6 positions have been used.

#### ***NOTES***

- This is a timed tie breaker stage.

SCORE \_\_\_\_ / 12

## STAGE 5

### Windows of Confusion

**TIME**

120 seconds

**ROUND COUNT**

14 rounds

**EQUIPMENT**

Unlimited gear

**TARGET DISTANCE**

25m, 50m, 75m, 100m  
150m, 205m and 206m

#### *STAGE BRIEF*

Shooter starts 2 metres behind the firing line, port arms, magazine in and bolt back with all equipment in-hand. On the start signal, the shooter will fire 2 rounds from each of the 6 window positions in any order they choose. The shooter can then reuse any window to fire the final 2 rounds, however they must change windows between the 6th & 7th positions. The targets are shot near to far with **2 impacts** per target prior to moving onto the next target.

#### *NOTES*

- Although you will be changing positions after every two shots, you must stay on the same target until two impacts are achieved.
- Tripods must be deployed on the clock.

SCORE \_\_\_\_ / 14

## STAGE 6

### Long Bomb KYL

**TIME**

120 seconds

**ROUND COUNT**

Unlimited rounds

**EQUIPMENT**

Unlimited

**TARGET DISTANCE**

50m &amp; 205m

#### *STAGE BRIEF*

Shooter starts 2 metres behind the firing line, port arms, magazine in and bolt back with all equipment in-hand. On the start signal, the shooter is to select their first bench and engage the far target with unlimited rounds until 2 impacts are achieved to unlock the KYL rack. Once 2 impacts have been achieved and the KYL rack is unlocked, the shooter must complete a mandatory magazine change and transition to the second bench, from this point onwards the shooter will have 10 rounds for the remainder of the stage. From the second bench, the shooter will engage the first target on the KYL rack with 1 round from full support side (shoulder, eye & trigger). The shooter will then transition back to the first bench and engage the second target on the KYL rack with 1 round from their strong side. The shooter will then repeat this process, swapping back and forth between benches for all 8 targets on the KYL rack. If the shooter successfully engages all 8 targets on the KYL rack, they can transition back to full support side on the second bench and use any remaining rounds to engage the far target. This stage is **HIT TO MOVE**.

#### *NOTES*

- KYL targets are shot from largest to smallest.
- This stage is HIT TO MOVE.

SCORE \_\_\_\_ / 12

# SCORECARD

*STAGE 1*                      *Cadence is Key*                      \_\_\_\_\_/16

*STAGE 2*                      *Tripod Trauma*                      \_\_\_\_\_/12

*STAGE 3*                      *Stage TREE*                      \_\_\_\_\_/14

*STAGE 4*                      *The Last Post*                      \_\_\_\_\_/12

*STAGE 5*                      *Windows of Confusion*                      \_\_\_\_\_/14

*STAGE 6*                      *Long Bomb KYL*                      \_\_\_\_\_/12

***TOTAL SCORE***                      \_\_\_\_\_/80



