

**PRECISION
SHOOTING** SA

FINALE WEEKEND
DECEMBER 2023

RIMFIRE CENTREFIRE
SATURDAY 2ND SUNDAY 3RD



REGISTER AT [HTTPS://PRECISIONSHOOTING.CLUB/](https://precisionshooting.club/) | 52 RIFLE ROAD, MONARTO SOUTH SA 5254

2nd December 2023

RIMFIRE CLUB FINALE

SHOOTERS MATCHBOOK

Match Info

- Tripods deployed off clock.
- Max one tripod on a stage.
- Where a barricade use is specified, this must form the primary support of the rifle, unless otherwise specified.
- The match flow will be managed via a squad white board, identifying a shooting order. Every competitor will be expected to help with scoring, spotting and the stage officer role, when their name is identified on the board.

Stage	Points	Your Score
Charlie Brown Tree	10	
Hide & Seek	10	
Fast & Furious	12	
Support Will be Needed	9	
KYL Odds & Evens	8	
Stairway to Chaos	10	
Farm Gate	10	
Don't Get Lost	8	
Rimfire Skills Stage 3	8	
X Marks the Spot	10	
Total	95	

Stage 1

Charlie Brown Tree

Range 2/3



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter will move to the barricade and engage the targets large then small from 3 DIFFERENT limbs on the tree and 2 DIFFERENT positions On the slanted bar. Bag must be touching the tape on the bar. 2 shots per position. If the shooter misses the large target, they will reengage the large target on their second shot and then move position.

Targets

2 Targets @ 77m

Stage 2

Hide and Seek

Range 3/4



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter will engage the targets near to far from all 5 port holes in the barrels in order of Top Left, Top Right, Bottom L, Middle, Bottom Left.

Bipod/bag etc. must be inside the barrel.

HOLDOVER ONLY stage

Shooter may only adjust parallax after the stage start. If shooter touches turret or power, stage DQ.

Targets

81m, 93m, 102m, 110m, 123m

Stage 3

Fast & Furious

Range 5



90sec



12
POINTS



12
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter move to the barricade and engage the target with one round from 12 of the identified positions on the barricade.

Support bag/rifle must touch the position identifier.

Targets

95m

Stage 4

Support Will be Needed?

Range 5



90sec



9
POINTS



9
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start signal, the shooter will engage the targets with one round each, right to left (shoot to move) through each of the identified apertures.

Note, the barricade **cannot** be used as a support

Targets

Right - 73m, Middle - 60m, Left - 85m

Stage 5

KYL Odds & Evens

Range 5



90sec



8
POINTS



10
ROUNDS



Unrestricted.



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

Large Target = Target 1

Small Target = Target 8

Remaining targets identified in numerical order accordingly.

On the start signal, the shooter will move to Position 1 and engage the odd numbers targets (1, 3, 5 & 7) with one shot each (hit to move), largest to smallest.

The shooter will then move to position 2 and engage the even numbered targets (2, 4, 6 & 8) with one shot each (hit to move), largest to smallest.

Positions can be shot in any order.

Targets

KYL Rack @ 60m

Stage 6

Stairway Chaos

Range 5



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter will move to the barricade and engage the targets with 1 round each, left to right from 5 DIFFERENT levels on the stairs, levels may not be repeated.

Targets

112m, 103m

Stage 7

Farm Gate

Range 6



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter will move to the following positions and engage the target with 2 rounds per position:

1. Left tyre stack
2. Any 3 of the marked positions on the cattle gate
3. Right edge of right spool

Targets

193m

Stage 8

Don't Get Lost

Range 6



90sec



8
POINTS



8
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start buzzer, the shooter will engage the in the following order with 2 shots:

1. 101m
2. 177m
3. 70m
4. 123m

The shooter will fire one shot from the tank trap and one shot from the barrel alternating between each shot.

Tank trap positions are 3 x tips and centre knuckle, no position on the tank trap can be repeated.

Targets

70m, 101m, 123m, 177m

Stage 9

Rimfire Skill Stage 3

Range 6



90sec



8
POINTS



12
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the Sound of the buzzer, the shooter drops into a prone position and engages the near left target and the far left target with one round each, hit to move. Shooter then conducts a mandatory mag change and reengages far left and near left targets in that order.

Shooter then moves to the prop and engages near right and far right targets with one round each, hit to move. Mandatory mag change and then reengage far right and near right with one round each, hit to move.

3 magazines required (2 minimum if start mag is reused for second mag change).

Timed stage.

Targets

Targets @ 90m & 130m

Stage 10

X Marks the Spot

Range 6



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start signal, the shooter will move to the barricade and engage the targets with 2 rounds each per position and target, FAR to NEAR from 5 different marked positions, no position can be repeated.

Targets

56m, 81m, 115m, 133m, 159m

SPARE STAGES

May be used if main stages cannot be built due to barricade or target shortages

Stage ??

Fish in a Barrel

Range 5



90sec



10
POINTS



10
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start signal, the shooter will move to the barricade and engage the targets in the following sequence:

1. Position 1 – Top – Bottom – Top
2. Position 2 – Top – Bottom – Top
3. Position 3 – Bottom – Top
4. Position 4 – Bottom – Top

Stage must be shot in order stipulated.

Targets

2 Targets @ 45m

Stage ??

Gaining Traction

Range 6



90sec



9
POINTS



9
ROUNDS



Unrestricted



2m back from the firing line,
port arms, mag in, bolt open.

Stage Brief

On the start signal, the shooter will move to the barricade and engage the targets in the following sequence:

1. Position 1 – Near – Far – Near
2. Position 2 – Near – Far – Near
3. Position 3 – Far – Near – Far

Stage must be shot in order stipulated.

Targets

2 Targets @ 120m & 135m