



# RIMFIRE RECONNAISSANCE

PRECISION RIMFIRE MATCH  
18TH MARCH 2023

10 STAGES - 150 ROUNDS - 250M - BBQ LUNCH

REGISTRATION: 7:45AM - BRIEFING: 8:00AM - MATCH: 8:30AM-4:30PM

PROUDLY SUPPORTED BY:



**JACKSONS**  
4X4 ACCESSORIES

**STS TARGETS**  
SAVE THE TREES SHOOT STEEL

*LightFORCE*

**TACTI-SAC**  
Shooting Accessories

**GUNFORCE**



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



# *RIMFIRE RECONAISANCE INFO:*

10 Engaging stages, a match designed for fun and enjoyment for both new and experienced shooters. A diverse Course of Fire varying from 25m to 250m.

Expected round count is approximately 150rds

**Match Director: Nick Noske**

## **Timings**

Registration & Sign in: 7:45AM

Match Briefing: 8:00AM

Zero Check: 8:15am

Match Time: 8:30AM-4:30PM

Presentations at the conclusion of competition & pack up

## **Gear:**

Gear restrictions apply. Shooters are limited to one support bag, sling and a bipod. No need for any additional gear. If gear is required for a stage it'll be provided on the day.

## **Stage Win Rules:**

Trophies for 1st , 2nd , 3rd Overall + Top Junior & Top Female.

Plus, individual prizes for stage wins and give aways.

If a stage winner cannot be determined by their stage score and time then the shooter who has the highest stage 10 score / time will win

Entrants are only eligible for one stage win prize. In the event of the same entrant winning more than 1 stage, the prize will be awarded to the shooter with the next highest score.

## **Match Sponsors:**

**Adelaide Gun Shop**

**Jacksons ARB**

**STS Targets**

**Tacti-sac**

**Gunforce Lightforce**



# STS RABBIT RUN



## TIME

120 Seconds



## ROUND COUNT

16 Rounds



## EQUIPMENT

1 Bag

2 Magazines



## TARGETS

Approx 75m, 100m, 125m, 150m

Shoot to Move.

**STS TARGETS**  
SAVE THE TREES, SHOOT STEEL



WWW.STSTARGETS.COM.AU

## STAGE BRIEF (TIMED BONUS PRIZE STAGE)

Shooter starts sitting on the 4 wheel bike. hands on the handle bars, rifle and bag on the front rack of the bike. Both magazines in the tool box on the 4 wheel bike.

On the start signal, the shooter will dismount the bike. Retrieve their rifle and one magazine. Engage the **Near** rabbit with **4 rounds** from the post.

The shooter will move back to the bike. Engage the **Second** target with **4 rounds** using the bike seat to support the fore end of the rifle (No support bag allowed in this position)

Next, the shooter will move and engage the **Third** target from the front rack of the bike with **4 rounds**

Lastly, the shooter will then move to the rear rack and engage the **Far** target with **4 rounds**.

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

16

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 1



# NUDE SCHOOL



## TIME

120 Seconds



## ROUND COUNT

16 Rounds



## EQUIPMENT

Sling

2 Magazines



## TARGETS

66m

Shoot to Move

## STAGE BRIEF

Shooter will start port arms, magazine in and action open behind the firing line.

On the start signal the shooter will engage the targets from the following sequence.

The **Largest** target with **4 rounds** from the **Unsupported Standing** position.

The **Second Largest** target with **4 rounds** from the **Unsupported Kneeling** position.  
(At least one knee on the ground)

The **Third Largest** target with **4 rounds** from the **Unsupported Sitting** position.  
(Butt on the ground)

Lastly engage the **Smallest** target with **4 rounds** from the **Unsupported Prone** position.

(That's prone.....no other variations)

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

16

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 2



# JACKSONS ARB MONSTER TIRE MADNESS



## TIME

100 Seconds



## ROUND COUNT

16 Rounds



## EQUIPMENT

1 Bag



## TARGETS

100m

Shoot to Move



# JACKSONS 4X4 ACCESSORIES

## STAGE BRIEF (TIE BREAKER AND STAGE WIN PRIZE)

Shooter will start port arms, magazine in and action open, gear in hand 3m behind the barricade.

On the start signal the shooter will move to the barricade and engage the targets in the following sequence until all 4 positions have been used.

**Position One 12 o'clock on the tire for 4 rounds.** Continuing clockwise around the tire.

**Position Two 3 o'clock on the tire for 4 rounds.**

**Position Three 6 o'clock on the tire for 4 rounds.**

**Position Four 9 o'clock on the tire for 4 rounds.**

The shooter must nominate one position to shoot complete support side prior to starting the stage.

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

16

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 3



# AGS (SK)ILLS 2 WITH A TWIST



## TIME

100 Seconds



## ROUND COUNT

12 Rounds



## EQUIPMENT

1 Bag



## TARGETS

66m

Shoot to Move



## THE ADELAIDE GUN SHOP

212 GOUGER ST, ADELAIDE SA 5000

(08) 8231 3570 D/L 101124L

### STAGE BRIEF (TIE BREAKER AND STAGE WIN PRIZE)

Shooter will start port arms, magazine in and action open 6m behind the firing line.

On the start signal the shooter will move to the **First Position** and engage targets **One, Two and Three** from **Left to Right** with **One Round Each**.

The Shooter then moves to the **Second Position** and engages targets **Two, Three and Four** with **One Round Each**.

The Shooter then moves to the **Third Position** and engages targets **Three, Four and Five** with **One Round Each**.

The Shooter then moves to the **Four Position** and engages targets **Four, Five and Six** with **One Round Each**.

### COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

12

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 4



# IT'S A LONG WAY TO THE TOP



## TIME

120 Seconds



## ROUND COUNT

10 Rounds



## EQUIPMENT

1 Bag  
2 10rnd Magazines



## TARGETS

77m  
Shoot to Move

### STAGE BRIEF

Shooter will start port arms, magazine in and action open 3m behind the firing line. The second magazine placed on the barrel.

On the start signal the shooter will move to the **Left Ladder** and engage the target from the **Top Left Step** for **One Round**.

The Shooter will then begin to move to the **Right Ladder**. Conducting a **Magazine Change** on the way (**Leaving the unused mag on the barrel**) Proceeding to engage the target in the same manor from the **Bottom Right Step** for **One Round**.

The shooter will then move to the **Second Step Down** on the **Left Ladder**, engage, than to the **Second Step Up** on the **Right Ladder**. Engaging **One Round** from each position, **Always Changing Magazines** between ladders.

Repeat the process moving down the left ladder and up the right ladder swapping sides and changing mags each time. Continue until all 10 positions have been used.

**Note:** Double CZ mag owners need to place their magazine on the barrel and touch their nose before picking their magazine back up

### COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

10

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 5











# HEAVEN IS A HALF PIPE



## TIME

180 Seconds



## ROUND COUNT

20 Rounds



## EQUIPMENT

1 Bag  
1 Bipod  
Sling



## TARGETS

Approx 75m, 95m, 125m,  
140m, 180m  
Shoot to Move

## STAGE BRIEF

Shooter will start port arms, magazine in and action open 3m behind the barricade.

On the start signal the shooter will move to the **First Firing** position and engage the targets in the following order with **One Round** each.

**75m, 140m, 95m, 125m, 180m**

The shooter will then move to the **Second Firing** position and repeat the target engagement with **One Round** each.

The shooter continues this movement for the **Third** and **Fourth** positions with the **Same Target Engagement** for all positions. Until all four of the nominated positions are completed or timing out.

**Shooting Order : 75m, 140m, 95m, 125m, 180m**

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

20

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 6



# LIGHTFORCE CATTLE MUSTER MAYHEM



## TIME

150 Seconds



## ROUND COUNT

15 Rounds



## EQUIPMENT

1 Bag

1 Bipod



## TARGETS

150m, 200m, 250m

Shoot to Move

# LIGHTFORCE®

## STAGE BRIEF (TIMED BONUS PRIZE STAGE)

Shooter will start port arms, **Magazine Out** and action open 6m behind the barricade.

On the start signal the shooter will chose a side of the pen to move too. Placing the rifle down safely. Muzzle down range.

The shooter will then climb over the fence into the yard on the opposite side to the side you placed your rifle. Once inside the yard, the shooter can insert their mag.

**5 rounds** from the first position on the gate at the **Near** target

**5 rounds** from the second position on the gate at the **Middle-distance** target

**5 rounds** from the third position on the gate at the **Far** target.

The rail on the gate must make the front support of the rifle

**Note:** the shooter may use items inside the pen for additional support.

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

15

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 7

# COTTON EYED JOE



## TIME

120 Seconds



## ROUND COUNT

16 Rounds



## EQUIPMENT

1 Bag

1 Bipod



## TARGETS

50m, 75m, 100m, 150m

Shoot to Move

## STAGE BRIEF

This is a Holdover Stage, Elevation must be zeroed.

Shooter will start port arms, magazine in and action open 3m behind the barricade.

On the start signal the shooter will move to the barricade and engage the targets with **One Round** each **Near to Far**. Using the tank trap as the front support of the rifle.

The shooter will then transition to the next position on the tank trap and repeat with **One Round** each **Near to Far**.

The shooter will continue this same manner for an additional **Two More** positions. Four **Total** from any of the nominated positions on the tank trap.

Positions can be shot in **Any Order**, however **Cannot** be used more than once.

**Note:** If using the lower section of the barricade. No part of gear or rifle can contact the ground. Impacts will not count if this occur.

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

16

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 8



# TAKE A LONG TIME



## TIME

120 Seconds



## ROUND COUNT

20 Rounds



## EQUIPMENT

1 Bag

Bipod



## TARGETS

25m, 75m, 90m, 100m

125m, 150m, 180m

Hit then Shoot to Move

## STAGE BRIEF

Shooter will start port arms, magazine in and action open 3m behind the firing line.

On the start signal the shooter will move to the firing position. Engaging the **25m** target from the **Unsupported Standing Position** with **One Impact**.

Once impacted the shooter will then transition to the **Prone** position. Engaging the all targets **Near to Far** with **Two Rounds** each, now **Shoot to Move**.

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

13

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 9





# TACTI-SAC KYL CHAOS



## TIME

100 Seconds



## ROUND COUNT

16 Rounds



## EQUIPMENT

1 Bag

1 Bipod



## TARGETS

40m KYL, 75m KYL

Shoot to Move



### STAGE BRIEF (TIMED BONUS PRIZE STAGE)

Shooter will start port arms, magazine in and action open. **Gear in Hand** behind the bench.

On the start signal the shooter will move to **Modified Prone** on the bench and engage the targets in the following order **Strong Side**.

40m KYL **Big to Small** with **One Round** each.

75m KYL **Big to Small** with **One Round** each.

Then the shooter will repeat the sequence **Supported Side**.

40m KYL **Big to Small** with **One Round** each.

75m KYL **Big to Small** with **One Round** each.

### COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINTS PER HIT

16

**POINTS**  
AVAILABLE



**TOTAL**  
POINTS

## STAGE 10



# MATCH SPONSORS



**THE ADELAIDE GUN SHOP**  
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