

BRRC Precision Rifle Challenge August 23, 2020

We were back at it on Sunday! It was another fun match with good company. We wanted to keep the course of fire simple with larger targets and it proved to be a little challenging. Darren showed everyone that a 308 is still relevant. Congrats to our top shooters! Looking forward to seeing everyone at next month's match. In the meantime, stay healthy and keep practicing.



Match Winner's Left to right: 2nd Jon P., Darren M. 1st and Henry G. 3rd place.

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Finish	Name	Long Range Holdover	Weak Side	KYL	Positional	Rooftop	Barricade	Total	Total %
1	Darren M.	7	6	12	6	9	12	52	84%
2	Jon P.	11	7	4	12	6	8	48	77%
3	Henry G.	11	4	7	12	6	6	46	74%
4	Kurtis K.	11	8	5	7	8	6	45	73%
5	Steven G.	4	7	12	6	5	7	41	66%
6	Rodin M.	8	4	6	12	5	4	39	63%
7	Larry E.	4	5	7	4	7	9	36	58%
8	Tom G.	6	6	2	10	5	5	34	55%
9	Evin G.	5	4	7	6	4	5	31	50%
10	Wes W.	6	4	4	9	3	2	28	45%
11	Helio E.	2	1	7	2	5	3	20	32%
	Round Count	10	8	12	8	12	12	62	100%
	Average	7	5	7	8	6	6	38	62%
	Hit %	68%	64%	55%	98%	48%	51%	62%	62%

Course of Fire

Stage 1: Long Range Holdover

The shooter will start with their rifle staged on the ground, mag in, and bolt back. The shooter will start standing behind their rifle and on the beep the Shooter will drop to the prone and engage the targets closest to farthest with 2 rounds each hit or miss. The shooter cannot move the turrets. This is a holdover stage. No gear restrictions.

Round Count:	10
Time:	120 seconds
Score:	

Target	DOPE

Stage 2: Weak Side

The shooter will start with their rifle staged on the table, mag in, and bolt back. The shooter will start standing behind their rifle and on the beep the Shooter will start weak side and engage the targets closest to farthest with 2 rounds each hit or miss then transition to strong side and repeat. No gear restrictions.

Round Count:	8
Time:	120 seconds
Score:	

Target	Dope

Stage 3: KYL

The shooter will start with their rifle staged on the ground, mag in, and bolt back. The shooter will start standing behind their rifle and on the beep the Shooter will drop to the prone and engage the KYL rack. Standard KYL rules will apply. Note, if the shooter misses at any time they will lose all points for that bank session and must start from the beginning. The Shooter can bank points twice. Also, the shooter must yell bank loud and clear for the Range Officer to hear in order to bank points that were collected. No gear restrictions.

Round Count:	12
Time:	120 seconds
Score:	

Target	Dope
	KYL Rack

Stage 4: Positional Standing, Kneeing, Sitting and Prone

The shooter will start port arms, mag in, and bolt back. On the beep the Shooter will engage the target with 2 rounds in the standing, kneeling, sitting, and prone positions. Gear restrictions; only a glove and sling will be allowed.

Round Count:	8
Time:	120 seconds
Score:	

Target	Dope

Stage 5: Rooftop

The shooter will start port arms, mag in, and bolt back. On the beep the Shooter will engage the targets with 2 rounds at each target hit or miss, closest to farthest. First position will be left post of the roof top, then transition to center of the roof top, and finish on right post. No gear restrictions.

Round Count:	12
Time:	120 seconds
Score:	

Target	Dope

Stage 6: Barricade

The shooter will start port arms, mag in, and bolt back. On the beep the Shooter will engage the target with 2 rounds hit or miss from each of the designated spots on the barricade. Gear restrictions; **NO** monopod, bipod or tripod will be allowed.

Round Count:	12
Time:	120 seconds
Score:	

Target	Dope