BRRC Precision Rifle Challenge November 2020

Thanks to everyone who came out for November's club match. Shot out to Geoff T. for creating another fun and challenging course of fire. Also, a special thank for you Solomon M. for helping with running the match. Looking forward to seeing everyone at next month's match. In the meantime, stay healthy and keep practicing.

Sorry no picture ⊗ of the top three shooters, but congrats ⊙

| BRRC Precision Rifle Challenge November 2020 | | | | | | | | | | |
|--|-------------|-----------|------------|------------------|-------------|-----------------|------------|------------|-------|---------|
| Finish | Name | Drag Race | PRS Skills | Geoff is a @#\$% | TWEE of Woe | Sounds Too Easy | Over Under | Railroaded | Total | Total % |
| 1 | Danny N. | 8 | 8 | 3 | 8 | 5 | 8 | 9 | 49 | 70% |
| 2 | Geoff T. | 8 | 7 | 3 | 8 | 4 | 8 | 10 | 48 | 69% |
| 3 | James A. | 10 | 7 | 4 | 7 | 4 | 6 | 7 | 45 | 64% |
| 4 | Henry G. | 8 | 8 | 3 | 7 | 4 | 6 | 6 | 42 | 60% |
| 5 | Evin G. | 5 | 8 | 0 | 7 | 6 | 8 | 6 | 40 | 57% |
| 6 | Jeff G. | 4 | 7 | 3 | 7 | 5 | 9 | 5 | 40 | 57% |
| 7 | Steven G. | 8 | 7 | 2 | 5 | 7 | 6 | 3 | 38 | 54% |
| 8 | Oscar | 9 | 6 | 3 | 5 | 6 | 5 | 4 | 38 | 54% |
| 9 | Chuck A. | 7 | 5 | 2 | 6 | 4 | 3 | 6 | 33 | 47% |
| 10 | Tom G. | 6 | 5 | 0 | 3 | 5 | 6 | 6 | 31 | 44% |
| 11 | Eddie S. | 5 | 6 | 0 | 4 | 6 | 5 | 4 | 30 | 43% |
| 12 | Jeffrey K. | 7 | 7 | 1 | 5 | 1 | 3 | 3 | 27 | 39% |
| 13 | Ed P. | 5 | 6 | 0 | 2 | 5 | 2 | 2 | 22 | 31% |
| 14 | David R. | 4 | 3 | 0 | 6 | 1 | 2 | 3 | 19 | 27% |
| | Round Count | 10 | 8 | 12 | 10 | 10 | 10 | 10 | 70 | 100% |
| Average | | 7 | 6 | 2 | 6 | 5 | 6 | 5 | 36 | 51% |
| Avg .Hit % | | 67% | 80% | 14% | 57% | 45% | 55% | 53% | 51% | |

1) Geoff Is A @#\$%

Time: 90 sec Gear: Unlimited Round Count: 12

Target: 300 yard KYL, 200 yard ____" bank target Score:____

Starting position: Rifle on the ground, MIBB, Shooter 10 feet away. Log prop

The competitor will start with one round in hand. Upon the start signal, the competitor will build a position and engage the KYL target from large to small, returning after each shot to grab their next round. The competitor will engage the "bank" target to keep their points. The competitor may bank twice. Help your buddy hold their rifle while they run back.

| <u>2)</u> | Twee of Woe (If you know, you know) Time: 90 sec | | | | | | |
|-------------|---|--------|--|--|--|--|--|
| | Gear: Unlimited | | | | | | |
| | Round Count: 10 | | | | | | |
| | Target: 600 Yard" | Score: | | | | | |
| | Starting position: Port arms, MIBB (branch and stump prop) | | | | | | |
| | Upon the start signal, the competitor will engage the target from prone under the branch with 2 rounds. The competitor will then move to the stump and engage the target with 2 rounds. Move to the left side on top of the branch for 2 rounds. Move to the right side of the branch for 2 rounds. | | | | | | |
| <u>3)</u> | If It Sounds Too Easy | | | | | | |
| | Time: 90 sec | | | | | | |
| | Gear: Unlimited | | | | | | |
| | Round Count: 10 | | | | | | |
| | Target: 1000 Yard" | Score: | | | | | |
| | Starting position: Port Arms, MIBB (shooting benches on left side) | | | | | | |
| | Upon the start signal, the competitor will approach one of the four benches and make a position to engage the 1000 yard target using weak side only with 2 rounds. (Weak eye, hand, shoulder, trigger finger). The competitor will then move to the next table and repeat this sequence. All 4 tables must be used. No table can be repeated consecutively. Ex: 1,2,3,4,3 | | | | | | |
| <u>4)</u> | PRS Skills Barricade | | | | | | |
| | Time: 90 sec | | | | | | |
| | Gear: Unlimited Round Count: 8 | | | | | | |
| | Target: 400 yard " | Score | | | | | |
| | Starting position: Rifle staged near barricade, MIBB, shooter 10 yards back | | | | | | |
| | Starting position. Kine staged hear barricade, WHDD, shooter to yards back | | | | | | |
| | Upon the start signal, the competitor will run to their rifle and shoot the 400 yard target with 2 rounds from each of the 4 positions. | | | | | | |

| <u>5)</u> | Over and Under | | | | | | |
|-----------|--|---|--|--|--|--|--|
| | Time: 90 sec | | | | | | |
| | Gear: Unlimited | | | | | | |
| | Round Count: 10 | | | | | | |
| | Target: 400 Yard " | Score: | | | | | |
| | Starting position: Port Arms, MIBB | | | | | | |
| | Upon the start signal, the competitor will make a position in the center of the tank trap and engage the target with 1 round, then the competitor will move to prone under the tank trap and engage the target with 1 round. Repeat until the competitor is out of ammo or time. | | | | | | |
| <u>6)</u> | Railroaded Time: 90 sec Gear: Any | | | | | | |
| | Round Count: 10 | | | | | | |
| | Target: Spinner at 400 | Score: | | | | | |
| | Starting position: Port arms, MIBB | Score | | | | | |
| | Upon the start signal, the competitor will but the bottom spinner target with 2 rounds. The railroad ties and repeat till they run out of an utilized in the 5 positions. No position can be | e competitor will move positions on the mmo or time. The 3 port holes must be | | | | | |
| 7) | <u>Drag Race</u> Tie breaker stage | | | | | | |
| | Time: 90 sec | | | | | | |

Gear: 1 bag Round Count: 10

Target: 190, 300, 400, 600, 1000 (largest targets on each rack) Score:____

Starting position: Rifle staged MIBB, Standing 10 yards back

Upon the start signal, the competitor will run to the rifle and go prone, engage each target with 2 shots each from near to far.