

BRRC Precision Rifle Challenge September 2021

Thanks to everyone who came out for BRRC September's club match. Shout out to Solo M. for creating another fun course of fire and Henry G. for ROing the match. The stage highlight was definitely the Overlanding stage, it was a blast. Looking forward to seeing everyone at next month's match in the meantime, stay healthy and keep practicing.



| BRRC Precision Rifle Challenge March 2021 | | | | | | | | |
|---|-----------|-------------|------------|-----|--------|-----------------|------------------------|-------|
| Finish | Name | Overlanding | Peek-A-Boo | KYL | Tripod | Moving Platform | Boom Goes The Dynamtie | Total |
| n/a | Solo M. | 9 | 9 | 9 | 7 | 5 | 7 | 46 |
| 1 | Jhon P. | 7 | 7 | 4 | 5 | 7 | 6 | 36 |
| 2 | Larry E. | 6 | 4 | 5 | 4 | 6 | 2 | 27 |
| 3 | Steven G. | 4 | 3 | 7 | 4 | 6 | 1 | 25 |
| 4 | Evin G. | 5 | 2 | 1 | 5 | 3 | 6 | 22 |
| 5 | Mark G. | 3 | 3 | 6 | 1 | 4 | 5 | 22 |
| 6 | Darren M. | 4 | 6 | 4 | 2 | 2 | 0 | 18 |
| 7 | Mark B. | 3 | 1 | 5 | 2 | 2 | 3 | 16 |
| 8 | Helio E. | 2 | 2 | 6 | 3 | 2 | 0 | 15 |

Stage 1: Overlanding

Target 1: _____

Target 2: _____

Par Time: 120 sec.

Round Count: 9

Max Points: 9

Starting Position: The rifle will be staged on the hood with the mag in/bolt back. The shooter will start in the rear passenger seat.

Description: On the beep the shooter will exit the vehicle and engage the targets with one round each in the following order 1/2/1. Hit or miss the shooter must go on. The shooter will then move to the 2nd position and engage the targets in the following order 2/1/2. Once complete the shooter will transition to the last position and engage targets 1/2/1

*****VERY IMPORTANT*****

When moving from shooting positions, the shooter MUST remove the magazine and open the bolt. The magazine can ONLY be inserted once the shooter is in position.

Stage 2: Peek-A-Boo

Target: _____

Par Time: 90 sec.

Round count: 12

Max point: 12

Starting positions: Standing with the magazine in. Bolt back.

Description: On the beep the shooter will place their rifle on the shooting bench and engage the spinner. As the spinner starts to move a popper will appear from behind. The shooter must engage the popper to score a hit. Points are only given when the popper is hit.

Stage 3: KYL

Target 1: KYL Rack _____

Target 2: Small target 1016 yards

Round Count: 10

Max Points: 10

Starting Position: Standing behind staged rifle. Rifle will have the mag in, bolt back

Description: On the beep the shooter will go prone and engage the KYL rack from largest to smallest. The shooter must hit to move on. Once the rack has been cleared, the shooter can use the remaining rounds to engage the far right target on the 1016 rack.

Stage 4: Tripod

Target 1: Small target on the 300 yard rack.

Target 2: Middle target on the 400 yard rack.

Target 3: Middle target on the 600 yard rack.

Par Time: 90 seconds

Round Count: 9

Max Points: 9

Starting Position: Port Arms. Standing behind the tripod. Mag in bolt back.

Description: On the beep the shooter will use the tripod to engage target 1, 2, and 3 with three rounds. Hit or miss the shooter must go on.

**** Only 1 bag may be used. ****

Stage 5: Moving Platform

Target Distance: Far right target on the 400 yard rack

Par-time: 90 seconds

Round Count: 9

Max points: 9

Starting position: Standing port arms next to the prop. **MAGAZINE OUT. THE BOLT BACK.** All gear in hand.

Description: On the beep the shooter will go on the platform. Once in position the shooter will load the magazine and engage the far right target on the 400 yard rack with 9 rounds.

Stage 6: Boom Goes the Dynamite

Target Distance: _____

Par-time: 70 seconds

Round Count: 10

Max points: 5

Starting position: Standing with the magazine in Bolt back.

Description: On the beep the shooters will go prone and attempt to defuse the 5 dynamites. The goal is to completely cut the "RED" fuse so the dynamite does not blow up.

Complete cut = 2 pts.

Partial = 1 pt.