

Burbank Rifle and Revolver Club - Precision Rifle Competition 2/26/2022

Full results at link below

<https://practicore.com/results/html/ac8c6ad6-add9-45e7-a725-f7c7a899c051?page=overall-combined>

Place	Name	Score
1	Manansala, Solomon	55
2	Momongan, Jose	41
3	Garay, Henry	40
4	Grant, Evin	39
5	Grigorian, Anthony	36
6	Severson, Erik	36
7	Nguyen, Danny	34
8	goldman, steve	33
9	Atkins, James	30
10	Berger, Evan	30
11	Stevens, Duke	30
12	BurmahIn, Jed	29
13	Arias, Ben	29
14	Espinoza, Larry	28
15	Neff, Andy	26
16	Litzinger, John	25
17	Michaels, Darren	24
18	Waxman, Daniel	24
19	hodge, beamer	24
20	Hernandez, Jerome	18
21	Bower, Mark	18
22	Williams, Monica	12
23	Nguyen, Aaron	11
24	Amento, Chuck	10

Burbank Rifle and Revolver Club Feb 26, 2022 - Precision Match COF

Stage 1 Tressler's light show

Round Count: 10

Par time: 90 seconds

Possible points: 10

Starting Position: Standing, the rifle on the shooting bench, mag in, with the bolt back.

Targets

A 195

B 295

C 380

D 595

E 1015

Description:

On the command press the green start button on the box. The box will randomly select which target to shoot. You will have 18 second to shoot the designated target 2 times. Once the next target is designated you must move on. Repeat until all of the targets have been shot.

Stage 2 Tank traps

Round Count: 10

Par time: 120 seconds

Possible points: 10

Starting Position: Behind the small tank trap, mag in, with the bolt back.

Targets

1.) 300 – 25% IPSC

2.) 300 – 6X6 Square

3.) 400 – 6x6 Square

4.) 400 – 8" Circle

Description:

On the command the shooter will shoot move to the small tank trap and shoot targets 1 & 2

with one shot each. Once complete the shooter will transition to the big tank trap and shoot at target 3 & 4 with 1 round each. The shooter will continue to alternate between the two tank traps until all shots have been taken.

Gear restrictions: 1 bag.

Stage 3 Table

Round Count: 10

Par time: 120 seconds

Possible points: 10

Starting Position: Port Arms next to the table.

Targets:

1 – 600 10" circle

2 – 960 12" Square (with a flasher

Description:

On the beep the shooter will move to one side of the table and engage target 1 with 2 shots. Hit or miss, the shooter will transition the center of the table and engage target 1 with 2 shots. Once complete move to the other side of the table and engage target 1 with 2 shots from the **SUPPORT SIDE**. Finally transition to the top of the bench and shoot the remaining rounds at the 960 12" square **with a FLASHER**

Stage 4 Loop Hole

Round Count: 10
Par time: 120 seconds
Possible points: 10
Starting Position: Port Arms next to the table.
Mag in with the bolt back.

Targets:

- 1 – 600 45% IPSC on the impact area
- 2 – 600 45% IPSC on the berm
- 3 – 600 45% IPSC on the berm
- 4 – 300 25% IPSC

Stage 5 Overlanding

Round Count: 9
Par time: 120 seconds
Possible 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.

Targets:

- 1 – 200 25% IPSC
- 2 – 300 4x4 Square

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. Gas gun MUST be put on safe, bolt closed.

Stage 6 Position Challenge

Round Count: 12
Par time: 120 seconds
Possible points 12
Starting position: Standing/Port arms.

Targets: Huge target on the 300 yard hanger.

Description: on the beep the shooter will take 3 shots from standing, kneeling, sitting, and prone. Hit or miss the shooter must move on. *** You must use the standard positions. ***

Gear: Sling & shooting glove only.

Stage 7 Pool Ball

Round Count: 8
Par time: 60 seconds
Possible points: 8
Starting Position: Standing behind the rifle, mag in, bolt back.

Description: on the beep the shooter will have 60 seconds to shoot "ONLY" the solid pool balls. MAKE SURE ALL OF THE SOLID BALLS ARE SHOT PRIOR TO SHOOTING THE 8 BALL. Failure to do this will result in a ZERO.

Hint: if you missed one of the solids do not shoot the 8 ball.