

# 2015 Vegas Precision Rifle Challenge

CATM	Stage	Target Dist.	DOPE	Points	Score
	1	100/280/416/565		13	
	2	351/408		12	
	3	815		6	
	4	300/400		8	
	5	300/980		13	
	6	1110/1200/1300/1400		12	
	7	416/1110		8	
	8	449		6	
	9	200/300		8	
	MM0	100		10	
			Subtotal =	96	
NELLIS	Stage	Target Dist.	DOPE	Points	Score
	1	460		10	
	2	485		12	
	3	300/400		8	
	4	360/425/460/500		8	
	5	293/476/673		9	
	6	297/484/676		6	
	7	170/375		8	
	8	488/568/662		8	
	9	470/540/655		8	
	10	520		*no limit	
			Subtotal =	77+*	
			Total =	173+*	

# 2015 Vegas Precision Rifle Challenge



Presented by

**KELBLY'S**  
A HIGHER LEVEL OF ACCURACY

Hosted by

**Sin City Precision**

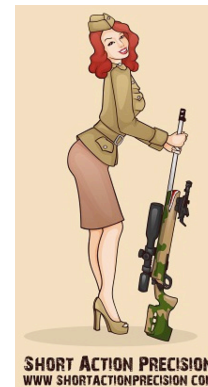
At

**Nellis AFB Gun Club**  
**January 17 & 18, 2015**

## Gold Sponsors



## Bronze Sponsors



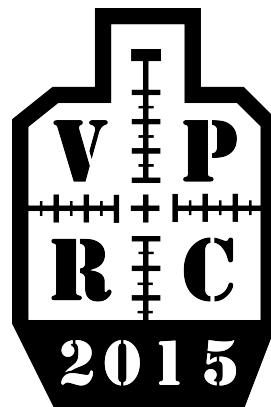
To all our Sponsors,

Sin City Precision would like to extend our sincere appreciation to all our Sponsors.

The support of our Sponsors is pivotal in allowing us to take our sport and competitions to the next level.

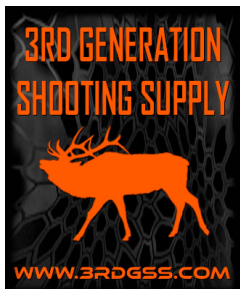
We sincerely appreciate you and hope that all our competitors will recognize who supports our sport and when given the choice will purchase from those that support us.

THANK YOU!!!



**Notes / DOPE / Etc:**

## Gold Sponsors



## Stage Sponsored by:



### RANGE: NELLIS

### Stage 10: More Hamma!!!

**Start Position:** Prone supported

**Prep Time:** None, Shooter gets no practice swings.

**Equipment requirements:**

No requirements

**PAR Time:** 90 seconds

**Round count:** unlimited

**Scoring:** 1 point per hit.

**Distances:** YANKEE – 520y (small)

**Description:** Upon starting, shooter will engage YANKEE (small target) with two rounds from prone supported position. Shooter will transition to DA HAMMA and hit the lifter pad with DA HAMMA and ring the bell (or at least cross the “I guess that’s the best you’ve got” line), must ring bell (or the lesser thing) two times to complete cycle. Shooter will repeat cycle until time or Shooter’s ability expires.

**Note:** Any obvious half-assed swings may result in the RO requiring a third swing. Further, we will point, laugh and call you names, as Sin City Precision is against the anti-bullying movement that is leading to the weakening of America.

DOPE:

POINTS:



**RANGE: NELLIS****Stage 9: Don't leave Leeroy****Start Position:** Seated on couch, rifle in hand**Prep Time:** None, Shooter shall NOT walk the stage prior to start.**Equipment requirements:** All equipment brought with you must travel with you through the COF.**PAR Time:** 150 seconds**Round count:** 8 rounds**Scoring:** 1 point per hit.**Distances:** XRAY– 470y (large), YANKEE – 540y (large), ZULU – 655y

**Description:** Upon starting, shooter will engage ZULU with two rounds from a prone supported-by-Leeroy position. Drag Leeroy to base of ramp, engage XRAY (large target) with two rounds from top of ramp, shooters entire body must be on the ramp. Drag Leeroy to the dog house, engage YANKEE (large target) with two rounds from inside the dog house, using any position except prone. Shooter will then engage XRAY (large target) with two rounds, with rifle supported on roof of doghouse. Shooter will hand rifle to RO and RO will carry rifle between positions 1-3.

DOPE:

POINTS:

**SCHEDULE**

ALL shooters **must** attend the safety briefing each morning. If you are not present, you will not be allowed to shoot. We thank you all in advance for your cooperation.

**Friday – Jan 16th**

**1300 – 1500** Competitors will have access to a range to confirm zero and get dope at several distances. This is a courtesy and not mandatory. The last start time is 1430; the range will close promptly at 1500.

**Saturday – Jan 17th**

**0645 – 0715** Sign In/Shooter # Assignment /Eat (please sign in upon arrival)

**0715 – 0720** Shooter's meeting, squad randomization and safety brief.

**0720 – 0755** Confirm Zero (by squad)

**0800 – Finish** Split Squads and head to ranges to send first rounds down range. We will push hard throughout the morning in an effort to finish in the early afternoon.

**Competitors are released once their COF is complete. Report back on Sunday at 0645.**

**Sunday – Jan 18th**

**0645 - 0655** Sign In (sign in as soon as you get onsite)

**0655 - 0700** Safety brief

**0700 - 0730** Mid-match zero, report to assigned range

**0730 -** Shoot rest of Course of Fire

**1400 -** Catered Lunch starts- until all fed, side match

**1430** (or 30 mins after final relay) Final Scoring and protest time

**1500 -** Results and Prizes

**RANGE RULES**

1. Shooters and observers must attend the safety briefing and sign range release forms.
2. We run a COLD range. No loaded firearms off the firing line at any time.
3. Hearing and eye protection is mandatory. If a competitor is improperly using eye protection they will receive a warning on the first infraction, a stage DQ on the second, and a match DQ on the third.
4. Maintain muzzle control at all times. Rifles should be carried muzzle up or down. Magazines (even empty ones) shall be REMOVED from the rifle when not firing. Your muzzle will NOT cover any part of your body or anyone else's body.
5. When not on the firing line, rifles will have chamber flags in place. Rifles will be racked or grounded in a safe direction.
6. A negligent discharge (ND) of a firearm is any shot fired while not on target OR beyond the max round count. A ND that impacts the range will result in an immediate stage stoppage and zero. A ND that impacts outside the range or is declared grossly negligent by a RO will result in a match DQ and removal from the competition. The stage RO may call an ND using his or her own judgment (examples include: the competitor was clearly not engaging the target, competitor was not behind the rifle when it discharged, competitor was not looking through the scope). Questions regarding an ND judgment may be taken up with the Match Director.
7. No person shall consume or be under the influence of alcohol or drugs during the match. Any person found to be impaired and unsafe as a result of any drugs or alcohol will be directed to stop shooting and removed immediately from the range.
8. Stage RO's and CRO's are reasonable & fair, their word is final.

**RANGE: NELLIS****Stage 8: Like a BMW Soup Kitchen**

Start Position: Seated in rear driver side seat, with rifle between legs.

Prep Time: None, Shooter shall NOT walk the stage prior to start.

Equipment requirements: No requirements

PAR Time: 130 seconds

Round count: 8 rounds

Scoring: 1 point per hit.

Distances: XRAY– 488y (small), YANKEE – 568y (small), ZULU – 662y

Desc: Upon starting, shooter will engage YANKEE (small target) with two rounds from inside the Humvee. Shooter will transition to the hatch and engage XRAY (small target) with two rounds while body is through hatch. Set rifle on roof, exit on to roof through hatch and transition to ground via hood. Obtain rifle from roof and engage ZULU with two rounds while rifle is on top of hood. Shooter will transition to the ground and engage YANKEE (small target) with two rounds from a prone unsupported position.

DOPE:

POINTS:

**RANGE: NELLIS****Stage 7: Swinging with 4 Tiny Men****Start Position:** Prone supported**Prep Time:** None**Equipment requirements:** No requirements**PAR Time:** 70 seconds**Round count:** 9 rounds**Scoring:** no points for hits on spinner, 4 points for spinning, 1 point per tiny men.**Distances:** SPINNER – 170y, TINY MEN RACK – 375y

**Description:** Upon starting, shooter will engage and spin the SPINNER. Shooter will then engage the TINY MEN RACK from left to right. Tiny targets must be hit to move on to next target. Shooter may advance to TINY MEN RACK after four rounds on spinner, regardless of spinner success. Shooter will verbally announce when transitioning from Spinner to Rack.

DOPE:

POINTS:

**DURING COMPETITION**

1. BE READY TO SHOOT. ROs will do their best to call the shooting order (shooter, on deck, in-the-hole), but they will be busy running stages as well. Please know your shooter number and be ready to shoot.
2. DON'T TOUCH WHAT'S NOT YOURS. No one will touch another competitor's rifle or equipment without his or her permission. If someone is caught tampering with anyone else's equipment that person will be asked to leave immediately.
3. DO NOT FIRE BEFORE THE START SIGNAL. If you do, you will receive a stage DQ. Second offense is a match DQ. Stage will be restarted for competitors that did not fire before the start signal.
4. NO COACHING. This is an individual match, not a team event. Absolutely no coaching a competitor while they are shooting. Discussions regarding the COF between competitors can be done before or after shooting.
5. DO NOT TAMPER WITH SCORES. If it can be proven that someone is tampering with the scoring, they will be disqualified from the competition and asked to leave immediately.
6. DO NOT DISTRACT/ARGUE WITH THE SPOTTERS OR SCOREKEEPERS. If you have a question about a call, take it up with the CRO or Stage RO.
7. DO NOT CLOSE YOUR BOLT UNTIL ON TARGET. All transitions during the COF must be done with the bolt open and back for bolt guns and with the safety on and verbal "safe" for semi-autos. If you close the bolt prior to being on target, you will be required to eject the chambered round before continuing.
8. NO CHEATING, WHINING OR GAMING. Violation of any of these rules could result in a 0 for the stage or removal from the competition. This is up to the discretion of the Match Director. Gaming is hugely annoying to those that created the match. The more you do it, the less likely you'll be invited back.

## SCORING

After each stage the shooter will need to initial the score sheet for the stage. Shooters can accomplish this prior to the next stage or during the next stage. The score sheet will be on a clipboard behind the firing line. Each shooter must acknowledge their score by initialing the score sheet. Any grievance must be addressed before the score sheets are collected.

Ties: In the event of a tie, the winner will be decided by the highest score earned on the mid-match zero stage, ties for the mid-match stage will be decided by most dots scored.

Crossfire scoring: We will give the benefit of the doubt to the competitor in the event of a possible cross-fire. For example, if the COF calls for 3 rounds and there are 5 on target, we will score the 3 best shots. If it is clear the shots do not belong to the competitor, the competitor will not receive the points for the cross-fired shots. An example of this would be 6mm vs. 30 cal holes.

Steel scoring and spotting: Steel targets will be scored as hit or miss. Only hits/impacts will be called out to help our score keepers stay on track. Our spotters are experienced. If you have a question about a call the spotter made, take it up with the Stage RO or the CRO. Do NOT discuss the call with the spotter. That being said, we're all human. In the event that a mistake is made or a spotter does not catch a hit, we will do our best to correct it. However, our spotters and RO's have final say.

## RANGE: NELLIS

### Stage 6: 2 Windows (not girls), 1 Door (not cup)

Start Position: Rifle stage at 1st window, Shooter standing at building corner.

Prep Time: None, Shooter shall NOT walk the stage prior to start.

Equipment requirements: **All** equipment brought with you must travel with you through the COF.

PAR Time: 120 seconds

Round count: 6 rounds

Scoring: 1 point per hit

Distances: ALPHA – 297y, BRAVO – 484y (small), CHARLIE – 676y

Desc: Upon starting, shooter will move to window 1, create opening in window with Pappy's duck stomper, engage ALPHA target with two rounds, firing through the window and door way. Move to Door 1 and kick it in, engage BRAVO target with two rounds, firing through the door way. Move to window 2, using hose as a support, engage CHARLIE target with two rounds, firing over the near wall. No targets may be engaged over the top of the building

**Stage Sponsored by:**



**Huber Concepts**

**RANGE: NELLIS****Stage 5: Laddered**

**Start Position:** Port Arms, standing at base of ladder.

**Prep Time:** None, Shooter shall NOT walk the stage prior to start.

**Equipment requirements:** Use only what equipment you want to take up the ladder

**PAR Time:** 110 seconds

**Round count:** 9 rounds

**Scoring:** 1 point per hit

**Distances:** ALPHA 293, BRAVO 476 (large), CHARLIE – 673 yds

**Description:** Upon starting, Shooter ascends the ladder and engages targets, in order with three rounds per target. 3 rounds on BRAVO, then 3 rounds on CHARLIE, then 3 rounds on ALPHA. Targets shot out of order will not be scored. If target missed, move on.

DOPE: \_\_\_\_\_

POINTS: \_\_\_\_\_

**RANGE: CATM****Stage Sponsored by:****STAGE 1: Hummer**

**Start position:** Start seated in the hummer, rifle staged on the hood pointing down range

**Prep Time:** None

**Equip. Req's:** All equipment that the shooter begins the COF with must remain with the shooter through the COF. (excluding mags/brass)

**PAR Time:** 180 secs

**Round Count:** 13 rounds

**Scoring:** 1 pt per hit. 13 pts possible.

**Distance:** 100, 280, 416, 565 yds

**Description:** At the buzzer exit the hummer and engage the 3 100y targets standing offhand with one round each with out touching the Hummer then transition to the sand bag bunker engage the 6 rectangles in the 280y debris pile with one round each, finally transition to the high ground with bolt open and back, the RO can hand your rifle to you if needed. From there you will engage the 4 total targets at Yeung's tank @416y and the creepy van men @ 565y. All targets will be shot left to right at each distance. Failure to keep muzzle pointed down range will result in stage stoppage keeping accumulated points



DOPE: \_\_\_\_\_

POINTS: \_\_\_\_\_

**RANGE: CATM****STAGE 2: Dual distance KYL****Start Position:** Kneeling behind rifle on platform**Prep Time:** None**Equip. Req's:** None**PAR Time:** 80sec**Rnd Count:** up to 8 Rnds**Scoring:** 1 pt per hit on 2 largest, 2pt per hit on the 2smallest targets per distance. 12points possible**Distance:** 351y, 408y**Description:** At the buzzer engage the largest target on the closest rack, then engage the largest target of the far rack, then 2nd largest on the close rack and so on. Its a true KYL so you may stop at any time and keep your points, if you miss its a 0.**RANGE: NELLIS****STAGE 4: Clear Holdover Road****Start Position:** Standing port arms behind the tank trap.**Prep Time:** None**Equip Req's:** None, use what you have**PAR Time:** 90 secs**Rnd Count:** 8 rounds**Scoring:** 1 Pt per hit. 8 pts possible**Distance:** 360, 425, 460, 500 yds.**Description:** Shooters will engage their corresponding targets from the saddle of the tank trap with 2 rounds on each target, from nearest target to farthest. No scope windage adjustments may be made once the COF has begun. Touching your windage knob during the COF will result in a stage zero. Left shooter on left targets. Right shooter on right targets.**Stage Sponsored by:**
**HAWKINS**  
 PRECISION, LLC
DOPE:POINTS:DOPE:POINTS:



**RANGE: NELLIS****STAGE 3: Stand & Deliver****Start Position:** Standing port arms**Prep Time:** None**Equip Req's:** None**PAR Time:** 85 secs**Rnd Count:** Unlimited (6 rounds minimum)**Scoring:** 1 pt per hit. 8 pts possible**Distance:** IPSC @ 300, RACK @ 383 yds

**Description:** This is a race! Competitors' names will be drawn at random. Shooters will engage their corresponding IPSC target from a standing off hand unsupported position. Once 2 hits are made, shooters will drop to a prone supported position and engage their corresponding rack from left to right. The first shooter to clear the rack will win the race and collect 2 bonus points. Left shooter on left targets. Right shooter on right targets.

**RANGE: CATM****STAGE 3: Tel Aviv Bus****Start position:** Prone behind rifle on platform**Prep Time:** None**Equip. Req's:** None**PAR Time:** 45sec**Rnd Count:** 6 rds**Scoring:** 1 pt per hit on -1 per hostage hit, 6 points possible**Distance:** 815 yds

**Description:** At the buzzer engage the targets from right to left with one round each. Only one hit per hit target will be scored, no shoots will count for multiple hits.

DOPE:POINTS:DOPE:POINTS:

**RANGE: CATM****STAGE 4: Iron Man****Start Position:** Standing port arms**Prep Time:** None**Equip. Req's:** Yes, see below.**PAR Time:** 99sec**Rnd Count:** 8 rds**Scoring:** 1 pt per hit, 8 points possible**Distance:** 300, 408 yds

**Description:** At the buzzer engage the 300y squares and 408y yard IPSC targets with 1 shot each from the following positions: standing, kneeling, seated and prone. You are allowed only your rifle and magazine(s). No slings, gloves, bipods, tripods, bags, packs, pillows, cases, shooting sticks, inflatable sheep or other gear is allowed, its just you and your rifle. It's a stage DQ if you use any items so please remove any accessories from your rifle to prevent any confusion. RO/Spotters DQ call is final!

DOPE:POINTS:**RANGE: NELLIS****STAGE 2: Roof to Roof****Start Position:** Standing port arms @ base of the left roof.**Prep Time:** None**Equip Req's:** None. However, all equipment the shooter brought to the stage must travel with the shooter throughout the entire stage.**PAR Time:** 140 secs**Rnd Count:** 12 Rnds**Scoring:** 1 Pt per hit. 12 pts possible.**Distance:** 485 yds

**Description:** Shooters will engage their corresponding target from the left side of the roof having both feet on the ground, moving on to the center of the roof having nothing touching the ground, then moving to the right side of the roof having both feet on the ground. Shooters will then move to the next roof and repeat the sequence. Left shooter on left target. Right shooter on right target.

DOPE:POINTS:

**RANGE: NELLIS****STAGE 1: Holy Barricade**

**Start Position:** Standing port arms behind the barricade.

**Prep Time:** None

**Equip. Req's:** None

**PAR Time:** 120 secs

**Rnd Count:** 10 Rnds

**Scoring:** 1 pt per hit. 10 pts possible.

**Distance:** 460 yds

**Description:** Shooters will engage their corresponding target with 2 rnds from 5 different areas of the barricade in numerical sequence. Left shooter on left target. Right shooter on right target.

**Range: CATM****Stage 5: Participation Ribbon**

**Start Position:** Prone behind rifle on platform

**Prep Time:** None

**Equip. Req's:** None

**PAR Time:** 90sec

**Rnd Count:** 12 rds

**Scoring:** 1 pt per hit, 13points possible

**Distance:** 300, 980 yds

**Description:** Just in case there's any whining or hurt feelings from a previous stage this ones for you. Cheer up buttercup you get 1 point just for showing up to this stage. At the buzzer engage the largest target on the circle rack until hit then engage the 980y bear until hit, engage the 2nd largest circle, back to the bear. Alternate after hit from the decreasing sized circles and the bear.

DOPE:

POINTS:

DOPE:

POINTS:

**RANGE: CATM**

**STAGE 6: Long Range**

**Start Position:** Prone behind rifle on platform

**Prep Time:** None

**Equip. Req's:** None

**PAR Time:** 140sec

**Rnd Count:** 12 rds

**Scoring:** 1 pt per hit, 12 points possible

**Distance:** 1110, 1200, 1300, 1400 yds

**Description:** At the buzzer engage the 1100y target with 3 rounds, then engage the 1200y target with 3 rounds and so on...

**Stage Sponsored by:**



DOPE:

POINTS:

## Silver Sponsors



Huber Concepts

**RANGE: CATM (Day 2 – All Squads)****STAGE: MID MATCH ZERO****Start position:** Prone supported**Prep Time:** 180 sec**Equip. Req's:** None**PAR Time:** 25 sec**Rnd Count:** unlimited**Distance:** 100 yds

**Description:** As a squad, shooters will have 180 sec. to free-fire as many “sighter” rounds at the “sighter” target as desired. After a brief pause to reset & ready squad, PAR time will begin. At the PAR time start buzzer, shooters will fire at five dot targets with one round per target (5 rounds total).

**Scoring:**

0 points for broken or outside box,

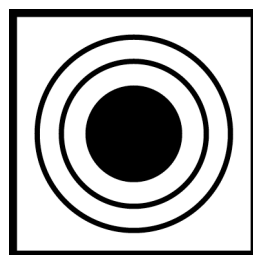
.5 points for inside box,

1 point for inside the outer most ring

1.5 points for inside the inner ring

2 points for inside the center dot

2 points max per target

**Target Example:****actual size**DOPE:POINTS:**RANGE: CATM****STAGE 7: Hanging Men****Start Position:** Prone behind rifle on platform**Prep Time:** None**Equip. Req's:** None**PAR Time:** 60 sec**Rnd Count:** 8 rds**Scoring:** 1 pt per hit, 8 points possible**Distance:** 416, 1110 yds

**Description:** At the buzzer engage the left 2 hanging man targets at 416y with one round each, transition to the 1110y IPSC for 2 rounds. Then back to the rack to engage the remaining 2 targets with 1 round each before heading back to the 1110y IPSC for 2 final rounds.

DOPE:POINTS:

**RANGE: CATM****STAGE 8: Speed Skinnies**

Start position: Kneeling behind rifle on platform

Prep Time: None

Equip. Req's: None

PAR Time: 25 sec

Rnd Count: 6 rds

Scoring: 1 pt per hit, 6 points possible

Distance: 449 yds

Description: At the buzzer engage the 6 upside down skinnies at 449y with one round each from left to right . If you miss move on, time is short.

DOPE:

POINTS:

**RANGE: CATM****STAGE 9: T-Posts**

Start position: Port arms behind T-post #9 or #11

Prep Time: None, stay off T-posts until start time

Equip. Req's: None

PAR Time: 80 sec

Rnd Count: 8 rds

Scoring: 1 pt per hit, 8 points possible

Distance: 200, 300 yds

Description: At the buzzer engage the 200y target with 2 rounds from the left side of the T post, the 2 rounds from the right side. Transition back to the left side and engage the 300y target with 2 rounds from each side. You must also alternate between strong side and weak side every 2 rounds Failure to transition on the T post or alternate between strong/weak side will stop your stage keeping accumulated points.

DOPE:

POINTS: