

Media Sponsor

CONTINGENCY

2016 VEGAS PRECISION RIFLE CHALLENGE				
Stage	Target Dist.	DOPE	Points	Score
1-1	390/275/470		12	
1-2	200/417/576		9	
2-1	1100/1200/1300/1400		12	
2-2	298/565		12	
2-3	570/406/463/282		8	
3-1	400		8	
3-2	352/410/444		10	
3-3	300/350/400		12	
3-4	808/982		Unlimited*	
4-1	290		8	
4-2	200		13.5	
4-3	265/570/165		8	
Stage	Target Dist.	DOPE	Points	Score
MMO	100		10	
5-1	100		Unlimited*	
5-2	100		10	
5-3	100/425		10	
5-4	165		10	
6-1	300		Unlimited*	
6-2	387/591/724/952		12	
6-3	400		Unlimited*	
7-1	745/991/1400/1Mile		12	
7-2	600		Unlimited*	
7-3	300		8	
		Total =	184.5+*	

2016 Vegas Precision Rifle Challenge



Presented by

KELBLY'S
A HIGHER LEVEL OF ACCURACY

Hosted by

Sin City Precision

At

CATM Range

January 16 & 17, 2016

Gold Sponsors



Silver Sponsors



Bronze Sponsors



Title: **Mid match rezero, AKA Aron's mom's up downs**

PAR Time: 10, 8, 6, 4, and 12 seconds
 Range: 100 yards
 Round Count: 5
 Points: 2, 1.5, 1, and 0.5 point rings
 Equipment: any

Start Position:

Shooter will start standing behind rifle; rifle will be staged mag in, bolt back

Prep time:

Shooter shall have 1 minute to have their rifle staged on target

Description:

Shooters will line up in order from *01-*14. Upon the start signal, shooter will drop down and fire one round in the time allotted on the specified target. After the 10, 8, 6, and 4 second evolutions are completed, the shooter can designate one target for a mulligan, and have a 12 second evolution. The closer of the two shots will be measured.

Schedule

Dawn 6:23 Sunrise 6:50 Sunset 4:51 Dusk 5:18

Friday

12:00-3:00 Sign in, sight in, and open range to 1000yds
 Please don't come early, range closed and locked at 3:00.

Saturday

Meet at CATM Range 2
 6:45-7:00 Breakfast is served at CATM range 2
 7:00 RO meeting
 7:15 Pledge Allegiance
 7:20 Safety Briefing
 7:40 Squads draw straws for range start
 8:00 5 minute sight in
 8:05 Start 1st COF
 BBQ lunch by Papa Naps served on the fly
 5:00 End of shooting, get range prepared for Sunday
 6:00 Dinner party at the Salted Lime in Aliante Hotel and Casino. First day scores provided

Sunday

Meet at CATM Range 2
 7:00-7:15 Breakfast is served
 7:20 RO meeting
 7:30 Pledge Allegiance
 7:35 Shooter brief
 7:45 Mid Match Rezero/Aron's mom's up downs stage
 8:15 Start 5th COF
 12:25 Burrito lunch break from Hunt and Gather
 3:30 End of shooting
 4:00 Aliante's Scottsdale Banquet hall A&B open up
 4:30 Scores presented, 30 minute challenge period
 5:00 BBQ dinner is served
 5:30 Awards begin
 9:00 Banquet hall close

Precision Rifle Series – Safety & Scoring Rules

The following rules are designed to provide a safe shooting environment for all involved in a PRS Competition and are not subject to discussion or debate. It is everyone's individual responsibility to read and fully understand the PRS Safety Standards; ignorance is not an excuse for a safety violation. It is mandatory these rules be read by a Match Official prior to first rounds going down range.

1.1 General Safety Rules

1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status

of the weapon. Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.

1.1.2 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

1.1.3 All PRS events will be run on cold ranges. A cold range is defined as keeping firearms unloaded until it is the competitor's turn to shoot.

1.2 Safety SOP For the Conduct of a Match

The following rules apply to all participants of a PRS event. They do not apply to a shooter who is actively shooting a COF.

1.2.1 While conducting any movement with a firearm at a PRS, the participant will ensure all of their weapons are pointed in a safe direction at all times.

1.2.2 All participants will ensure all of their weapons are cleared with the magazine out at all times.

1.2.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.

1.2.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.

1.3 Safety SOP For the Conduct of a COF

The following rules apply to shooters who are actively participating in a COF.

1.3.1 ECI's will remain in the rifle until the RO gives the command of "Load and make ready."

1.3.2 If there is no movement involved to the first firing point, upon MD's stage design and discretion, rifles may be in a "Hot" status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's and RO's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

1.3.3 All transitions and movements during a course of fire must be done with open bolts and an empty chamber. An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Match Director. If the MD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.

Title:	7-3 Speed Goats from Hell
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PAR Time:	60 seconds
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Range:	300 yards
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Round Count:	8
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Points:	1 point per hit
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Equipment:	2 bags (or pack), sling
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Start Position:

Shooter will start port arms behind barricade, mag in, bolt back

Prep time:

None

Description:

On the start signal, shooter will move to the upper window and engage the 4 RECTANGLES in order from right to left. Immediately after, the shooter will move to the lower window and engage the 4 Targets from right to left.

Title: 7-2 Kelbly's Rifles Presents: DA Hamma!!!! 3.0

PAR Time: 2 minutes, 1 point per hit
 Range: 600 yards
 Round Count: Unlimited
 Points: 1 point per hit, time will be taken for stage ties.
 Equipment: Any

Start Position:

Prone behind rifle, mag in, bolt back

Prep Time:

During previous shooters COF

Description:

Upon start signal, shooter will take 2 shots and then hit a tire with a sledgehammer a specified distance, returning to the rifle for another 2 shots, then moving to the carnival machine and hammering that 1 time. Repeat until time is up, alternating tire and machine until time stops.

Although there is no minimum distance the puck on the carnival machine must travel, there is a maximum amount of shame for the shooters who half ass it.

This winner of this stage will receive a rifle from Kelbly's Rifles!

Stage Presented by:

KELBLY'S
 A HIGHER LEVEL OF ACCURACY

PRS Safety & Scoring Rules (continued)

1.3.4 The 180 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction.

1.3.5 Negligent Discharges (ND's) are taken very seriously at any PRS event. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

1.3.6 Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order.

1.4 Penalties for Safety Infractions. The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

1.4.1 First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.2 Anyone found violating the Cold Range rule will result in an immediate Match DQ.

1.4.3 Failure to use an ECI will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.4 Any shooter deemed to be intoxicated by any substance will receive an immediate Match DQ. The determination of a participant to be intoxicated is left to the judgement of the Match Director. The shooter will not be permitted to drive from the event while still intoxicated.

1.4.5 Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition. Semi-Automatic Rifles are the only exception to policy that will be granted.

1.4.6 First offense of violating the 180 degree rule will result in a warning. Second

offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.4.7 A ND will result in an immediate Match DQ

1.4.8 An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot. If the incident was deemed grossly unsafe, such as an accidentally discharged round impacting outside the range fan, the MD may remove the shooter from the competition and issue a match DQ.

PRS Safety & Scoring Rules (continued)**3.3 Shooter's Responsibilities.**

3.3.1 The shooter is solely responsible for ensuring that he/she fully understands the PRS and match rules as well as the COF prior to starting the stage.

3.3.2 Shooters are completely responsible for the equipment they are shooting to include their ammo.

3.3.3 Shooters are solely responsible for their score. This applies to asking the RO for a reshoot if the shooter believes one is warranted as well as ensuring the proper score was recorded for the stage. If the shooter does not sign for their score, they will not be permitted to petition the MD for a score change during the arbitration period.

3.4 Scoring in a PRS Match

3.4.1 There are two authorized scoring systems for PRS Competitions- 1 or 2 points per hit or 10 or 20 points per hit on steel targets and no steel target shall be worth more than 2 times the point value of any other target.

Paper targets with scoring rings may be used to score on a 10 point target.

3.4.1.1 Know Your Limits/Test Your Limits Stages are exempted from this rule with one caveat; the total number of points available on the stage cannot exceed the maximum target value (2 or 20) multiplied by the number of targets. For example; a four target KYL stage can only be worth a max of 8 or 80 points depending on what scoring method is used. It is left up to the MD as to how a shooter is able to attain max points. For the four target example the stage cannot be worth more than 8 points so a scoring scheme of 1, 1.5, 2, 3.5 would be acceptable

3.5 Reshoots

3.5.1 Reshoots shall only be permitted in the event of an interruption of the stage that was outside the control of the shooter. This may include broken targets, called cease fires for any reason not caused by the shooter, a broken prop or shooting support, or any other deemed reasonable by the RO. Reshoots will not be permitted for equipment malfunctions unless the firearm was provided as a "house gun". Nor shall they be permitted for shooters who claim to have not understood the stage rules.

3.5.2 The RO can give a shooter the option for a reshoot without having been asked by the shooter if the RO observes an incident which hindered the shooter.

3.5.3 The shooter can request a reshoot if he/she believes one is warranted. The shooter will have a period of two minutes to explain his grievance to an RO. The RO has the option to make the decision on his own but the shooter can appeal to the Match Director if he/she receives an unfavorable ruling. If the shooter loses the appeal, he/she will not have the option of a second appeal during the rest of the match.

Title:	7-1 Mile High Club
PAR Time:	2 minutes
Distances:	745, 991, 1400 and 1 mile
Round count:	12
Points:	1 per hit
Equipment:	Any

Start position:

Shooter will start behind rifle on the table, mag in, bolt back

Prep time:

During the previous shooters COF

Description:

On start shooter engage targets at 745, 99, 1400 and 1 mile. 3 shots to each target.

Title:	6-3 PRS Skills Stage 1
PAR Time:	90 seconds
Range:	400 yards
Rounds:	unlimited
Points:	1 point per hit, time for this stage will be used for tie breakers
Equipment:	Any

Start Position:

10 yards behind the shooter's box, rifle staged on target

Prep time:

During previous shooters COF

Description:

At the sound of the beep the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.

PRS Safety & Scoring Rules (continued)

3.5.4 There are two types of reshoots in PRS Competitions.

3.5.4.1 A Full Reshoot means the shooter will run the entire COF over from start to finish.

3.5.4.2 A Partial Reshoot means the shooter is placed in the exact same position they were in at the time of the stoppage and will have the exact amount of time placed back on the clock which was remaining at the time of the stoppage. If either the position or the time remaining cannot be determined, the shooter must take a full reshoot.

3.5.5 Once a shooter reshoots a stage, they must take the reshoot score.

3.6 Tie Breakers

3.6.1 Every PRS Competition will have two PRS Skills Stages that will be run exactly the same at all matches. The best combined scores/times of the two stages will determine which of the tied shooters receive the higher placing.

3.6.2 PRS Skills Stage 1 will consist of three targets, 12" x 12" placed at a distance of 400 yards and will have a spacing of 25 yards between targets 1 and 2 and 50 yards of spacing between targets 2 and 3. Start position is 10 yards behind the shooter's box on level terrain. At the sound of the beep the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target. Par time is 90 seconds and round count is unlimited.

3.6.3 PRS Skills Stage 2 will consist of one target, 10" in diameter placed at a distance of 400 yards. Start position is 10 yards behind the firing position which is a barricade (See Appendix A-5) marked with 4 firing points. At the sound of the beep the shooter will move to the barricade to a firing point of his/her choice and engage the target with 2 rounds only. Shooter will then move to the remaining firing positions in any order and engage the target two rounds from each position. Par time is 90 seconds and round count is 8.

3.6.4 The combined scores will be used to determine tie breakers. If tied shooters receive the same combined score, the combined time to the nearest hundredth of a second will be used to determine which shooter receives the higher score. If two shooters in the top 10 are still tied, Stage 1 or 2 will be reshot until the tie is broken. Tied shooters outside the top 10 will be scored as tied and all shooters tied for that position will receive the average of the groups placement to determine PRS Points.

2016 Vegas Precision Rifle Challenge

Title: **1-1 Mile High presents: Go home Leeroy, you're drunk!**

PAR Time: 199 seconds
Ranges: 390, 275, 470 yards
Rounds: 12
Points: 1 per hit, 0 for drop gun, time taken for stage ties
Equipment: Any

Start Position:

With drop gun in hand, facing the RO. Rifle will be staged on the hood with mag in, bolt back.

Prep time:

None, but have rifle staged on the hood of the Hum Vee after the previous shooter begins

Description:

Upon start signal, utilize the drop gun to obtain 2 hits on each of Leeroy's drinking buddies. After shooting the first guy, perform a shoulder roll on the mattress and fire on the 2nd guy through the HV cab. Style points will be awarded for a colorful statement while rolling such as "no time for back up" or "Ef Tim Milkovich!!!"...move to the Humvee and leave the drop gun on the hood. Obtain your rifle for 2 shots to 390 yards, then drag Leeroy to the concrete pad and take 2 shot from the doghouse roof to 275 yards and 2 shots to 470 yards from inside the doghouse, followed by moving to the east end of the concrete pad and taking 2 shots at each of the targets (starting with the last target engaged) off of the sandbags, for a total of 12 rounds. All gear must move with the shooter. RSO will take rifle from Humvee to Doghouse while shooter is dragging Leroy.

High shooter for this stage will be awarded a Spuhr mount from Mile High Shooting!

*Note that style points don't actually equal real points, but will elevate your coolness.

Stage Sponsored by:



2016 Vegas Precision Rifle Challenge

Title: **6-2 Magpul Core presents: Mystery Safari**

PAR Time: 2 minutes, 1 point per hit
Ranges: 387, 591, 724 and 952 yards
Rounds: 12
Points: 1 point per hit, time taken for ties
Equipment: Any

Start position:

At the table, rifle is staged with mag in, bolt back

Prep time:

Shooter shall have 1 minute to position their rifle before drawing cards

Description:

Time starts when the shooter draws 4 cards with designations for targets. The order the cards are picked will be the order in which targets will be engaged. Once the order has been memorized, the shooter shall engage each target with 3 rounds.

High shooter for this stage will be awarded a Magpul Hunter 700 stock.

Stage Sponsored by:



MAGPUL CORE

Title:	6-1 Pull Your Weight, Dammit!
PAR Time:	120 seconds, 1 Point per hit
Range:	300 yards
Rounds:	Unlimited
Points:	1 point per hit
Equipment:	Any

Starting position:

With the rope in hand, rifle is staged, mag in, bolt back

Prep time:

None

Description:

On the GO signal, shooter will pull the rope with tire attached until it crosses the required line. The shooter will then run back to his rifle; drop to prone and engage the Little Man rack from R to L. Immediately after, shooter will move and pull the rope with tire attached the 7 yards. Shooter then fires at the same targets, R to L, from SUPPORT side. Repeat, as many times as possible until time runs out, switching from strong to support side on each tire pull repetition.

Title:	1-2 Up Yours!
PAR Time:	120 Seconds
Range:	200, 417, 576 yards
Rounds:	9
Points:	1 per hit
Equipment:	Sling and one bag

Start Position:

Rifle at port arms, mag in, bolt back

Prep time:

None

Description:

Shooter will take 3 standing off hand shots at 200 yards. Then ascend the ladder and take 3 shots to target at 417 yards, the rifle must be supported by the red ladder rung, then 3 shots to the 576 yard target while rifle is supported by the conex in any fashion. Shooter may utilize the RSO to hand the rifle up to the shooter. RSO will take rifle at the end while shooter descends.

Utilize down time on 2-1 and 2-2 to become familiar with the Reaper grip for 2-3

Title:	2-1 Take a poke!
PAR Time:	120 seconds
Ranges:	1100, 1200, 1300 and 1400 yards
Rounds:	12
Points:	1 per hit
Equipment:	Any

Start Position:

Rifle at port arms, mag in, bolt back

Prep time:

During previous shooters COF

Description:

Move to prone position and engage targets near to far with 3 rounds each.

Title:	5-4 T-posts and roof tops
PAR Time:	90 sec
Range:	165 yards
Rounds:	10
Points:	1 point per hit, no more than 2 hits will be scored per target.
Equipment:	Any

Start Position:

Rifle at port arms, mag in, bolt back.

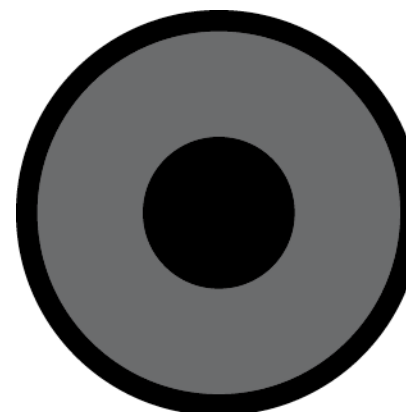
Prep time:

None

Description:

On the start signal shooter shall move to the t-post and shoot one shot at each of the 5 targets. Then the shooter shall move to the roof prop and engage one more shot at each of the 5 targets. While on the roof top, all parts of the shooters body must be on the prop.

Actual target size



Title:	5-3 Lazy W
PAR Time:	90 sec, 1 point per hit
Distances:	100, 425 yards
Rounds:	10
Points:	1 point per hit
Equipment:	Any

Start position:

On platform prone, mag in, bolt back.

Prep time:

During previous shooters COF

Description:

Shooter will start with optic on zero. 1 shot to 100yards, then to 425 yard target using holdover; back to 100 target return to 425 yard target, then back to 100.

Then, dial scope for 425 yards. 1 shot to target at 425, then **hold under** at 100; back to 425, 100 yards; and final shot at 425.

Actual target size



Title:	2-2 Around the World
PAR Time:	160 seconds
Ranges:	298, 565 yards
Rounds:	12
Points:	1 point per hit, -3 points if a mag change is not performed
Equipment:	2 bags (or pack), sling, bipod

Start Position:

Port arms behind the trap, mag in, bolt back

Prep time:

None

Description:

Start by moving to LEFT side of tank trap and go prone. Shooting SUPPORT side, take 2 shots at 565 yards; move to center of tank trap shoot 2 shots either side, then move to the RIGHT side of the Tank Trap and repeat from STRONG side prone. Shooter will stand and then engage the 298 yard target with 2 shots from each prong on the tank trap. At some point during the COF a magazine change must be completed.

2-3 Kopfjager Industries presents: Swivel Me This...

PAR Time: 90 Seconds
 Ranges: 570, 406, 463, 282 yards.
 Rounds: 8
 Points: 1 point per hit, time will be taken for stage ties
 Equipment: Rifle and Reaper Grip only

Start Position:

Rifle at port arms, mag in, bolt back

Prep time:

None, but shooters should utilize any down time from 2-1 and 2-2 to become familiar with the grip.

Description:

Shooter will have 90 seconds to set up the Reaper Grip. The rifle must be above the string. Then fire 2 shots to each target, in the following order: 570, 406, 463, 282 yards.

Winner of this stage will be awarded a Reaper Grip from Kopfjager Industries.

Stage Sponsored by:

**Title: 5-2 Remember the Sponsors**

PAR Time: 80 seconds
 Range: 100 yards
 Rounds: 10
 Points: 1 point per hit
 Equipment: Any

Start Position:

At the table, rifle is staged mag in, bolt back.

Prep time:

Shooters shall have 1 minute to get their rifles in position before drawing cards

Description:

On the start signal, 5 cards representing our Premier and Gold level sponsors will be randomly drawn and displayed. The shooters will memorize the cards, and then engage the targets with 2 rounds per card. The shooter may return to the table as often as they want if they are dullards.

Actual target size



CATM 5

Special note on CATM 5. Any shots on other people's paper targets results in that shooter getting the points. So don't do it. Also, with the exception of 5-3 and 5-4 the shooter order will be in order from *01-*14

Title:	5-1 NCPPRC presents: Furiously stroking it!
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PAR Time:	22 sec
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Range:	100 yards
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Rounds:	unlimited
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Points: 1 point per hit, time will be taken for ties and to ensure the last shot counts

Equipment:	Any
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Start Position:

Prone, mag in, bolt down and ready to fire.

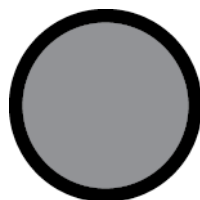
Prep time:

During previous shooters COF

Description:

Again, on this stage you may start with the bolt down. As a neighboring match director would put it "men, make it hot!" Upon the start signal, engage as many circles as you can with one shot per target. Shoot them top row first from left to right. If a shot is taken before the start timer beeps, the shooter will take a zero on the stage. As with all shots fired in this match, a shot only counts if it is .25 seconds or less after the end beep.

High shooter for this stage will be awarded \$250 from our friends from Nor Cal Practical Precision Rifle Club.

Stage Sponsored by:**Actual target size****CATM 3**

Title:	3-1 PRS Skill Stage 2
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PAR time:	90 seconds
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Range:	400 yards
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Rounds:	8
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Points: 1 point per hit, points and time will be used as a backup tie breaker to stage 6-3

Equipment:	Sling and bag
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Start position:

10 yards behind the barricade, port arms, mag in, bolt back

Prep time:

None

Description:

At the sound of the beep the shooter will move to the barricade to a firing point of his/her choice and engage the target with 2 rounds only. Shooter will then move to the remaining firing positions in any order and engage the target two rounds from each position.

Title:	3-2 Spool's Delight
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Par Time: 80 seconds
 Ranges: 352, 410 and 444 yards
 Rounds: 10 (one extra if needed)
 Points: 1 point per hit maximum of 9 points
 Equipment: 1 bag, sling

Start Position:

In position on spool, mag in, bolt back

Prep time:

After previous shooters have completed, new shooters shall have 30 seconds to get in position

Description:

On the start signal, the shooter shall engage the close target until hit three times, then move to the middle target and engage until hit three times. Finally engage the last target until hit three times.

Title:	4-3 X-steel Targets presents: Aloha snackbar, muther sucker!!!!
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PAR Time: 65 Sec,
 Ranges: 265, 570 and 165 yards
 Rounds: 8
 Points: 1 point per hit, time will be taken for stage ties.
 Equipment: Any

Start Position:

Prone behind rifle, mag in, bolt back.

Prep time:

None

Description:

Shooter will start prone and shoot 1 shot at the X-steel ISIS target by the hood of truck at 265 yards. Then shoot target at 570 yards. Return to shoot ISIS guy through the cab of the truck with 1 round and then 1 shot to 570. Immediately move to the RR Tie barricade and engage the ISIS guy hidden in junk pile to the left side at about 165 yards with 2 rounds; move to the ISIS guy hidden in junk on right side with 2 rounds, about 165 yards. Smoke those fools!

On this stage, utilize extreme muzzle discipline when transitioning from the prone position to the barricade. Any sweeping of Range 2 on your left will result in stage stoppage and a zero. No warnings on this one!

Winner of this stage will be awarded an ISIS target by X-steel Targets.

Stage Sponsored by:



Title:	4-2 Damn it! A rooftop KYL.....REALLY?
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PAR Time: 90 Sec
 Range: 200 yards
 Rounds: 12
 Points: 1, 1.5, 2, 2.5, 3, and 3.5 for a total of 13.5 if clean
 Equipment: Any equipment is allowed except any type of tripod/hog saddle

Start position:

Standing behind the roof top with all gear, rifle at port arms, mag in, bolt back

Prep time:

None

Description:

Shooter will mount the rooftop with gear and entire body must be off the ground. Shoot from large target to smallest. A missed shot results in all points lost, but the shooter may start over with any remaining rounds. Shooter may elect to stop at any time and keep points accumulated.

Title:	3-3 Tantrum
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PAR Time: 120 sec
 Ranges: 300, 350, 400 yards
 Rounds: 12 rounds
 Points: 1 point per hit
 Equipment: NOTHING, NADA, only mandatory safety gear and magazines are allowed.

Start Position:

Rifle staged with mag in, bolt back. Shooter in designated area.

Prep time:

None

Description:

At the buzzer, shooter must start at designated area, throwing a hat and glove to the ground before moving to staged rifle. 3 shots standing at 300 yards; 3 shots kneeling at 300 yards; 3 shots seated at 350 yards; 3 shots prone unsupported at 400 yards.

3-4 Vortex Optics presents: Turn Down for What?

PAR Time: 80 seconds
 Ranges: 808 and 982 yards
 Rounds: Unlimited
 Points: 1 point per hit, time will be taken for stage ties
 Equipment: Any

Start Position:

On platform, kneeling behind the rifle with mag in, bolt back.

Prep time:

During previous shooters COF

Description:

On the start shooter will engage the target at 808 with 1 round and then transition to the Bear at 982 yards with 1 round. Repeat alternating targets until time expires.

The winner of this stage will be awarded a Recon monocular by Vortex Optics.

Stage Sponsored By:

**4-1 MGM Targets presents: Look at that little spinner**

PAR Time: 60 sec
 Range: 290 yards
 Rounds: 8
 Points: 1 point per hit, .5 points per spin, time will be taken for stage ties
 Equipment: Any

Start Position:

Prone, mag in, bolt back.

Prep time:

During previous shooters COF

Description:

Engage the spinner to get it to rotate as many times as possible.

Winner of this stage will be awarded a target from MGM targets.

Stage Sponsored by:

