



**FEB 2023 RIMFIRE MATCH  
68 shots**

**MATCH DIRECTOR**

**PETER FRITZ**

<b>Stage Name</b>	<b>Points</b>	<b>Your score</b>
<b>Pushing the Wheelbarrow</b>	<b>10</b>	
<b>Barrel of laughs</b>	<b>8</b>	
<b>How fast can you go?</b>	<b>20</b>	
<b>Skills stage plus</b>	<b>10</b>	
<b>Two chairs</b>	<b>10</b>	
<b>A Long Shot</b>	<b>10</b>	
<b>Your Total</b>		

### **Overview**

All stages are shoot to move unless denoted

All stages are 90 seconds.

All equipment is deployed on the clock including tripods and bipods

A bag is a soft thing that is used to steady a rifle or support a shooter, regardless of if it is attached to a rifle, your body, or a cat passing the range,

Note target size could be revised on the day dependent on wind conditions

Post-match constructive criticism is welcomed, Whining is not....

## STAGE 1 Pushing the Wheelbarrow

**Location:** Far left side of range 1

**Time:** 90 seconds

**Targeting skills:** unstable shooting positions

**Points:** 10

### Targets:

40m 75 mm  
100m 100 mm

**Start:** 2m behind the Wheelbarrow

### Description:

You are doing some work on your house when two targets present themselves. Lucky you have a wheelbarrow face down with the wheel pointing at the target to use as a support.

Position one – 2 shots @ 40m Right Rear upper leg support ( see paint on wheelbarrow)

Position two – 2 shots @ 40 m From wheel

Position three - 2 shots @ 40 m Left Rear upper support

Other side ( see paint)

Position four – 2 shots @ 100m Left Rear upper leg support ( see paint)

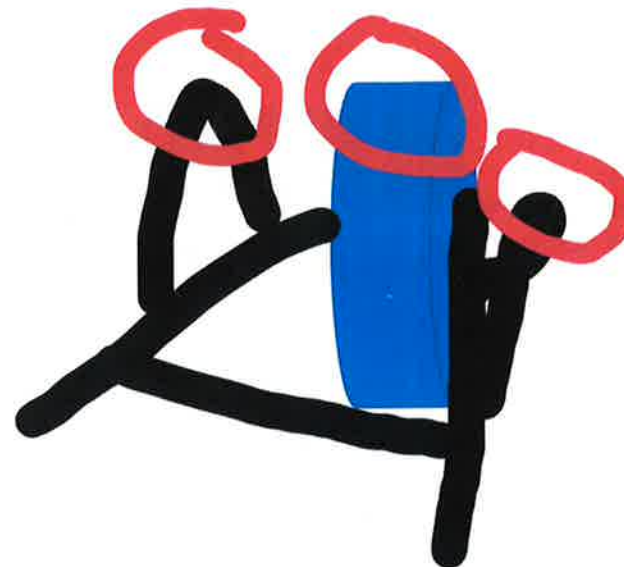
Position five – 2 shots @ 100m Right Rear upper leg support ( see paint)

## STAGE 1 Pushing the Wheelbarrow Cont

Wheel Borrow must be primary front support.

### Equipment

One bag only



Red areas are locations for primary rifle support

## STAGE 2: Barrel of laughs



**Location:** Far left side of range 1

**Time:** 90 seconds

**Targeting skills:** Vertical transitions

**Points:**8

**Targets:**

 100m 100 mm  
 25 m 100mm

**Start:** - 2 m behind Barrel – Barrel is horizontal on the ground and not stabilized. The barrel orientation cannot be changed.

### Description:

You are working in your winery and a couple of targets present themselves, You only have your rifle, bipod, and two bags handy. Your wine barrel is laying on its side and its not very stable but you are up to the task.

On start move to the top of the barrel and engage near to far one shot each

Repeat on ground LHS of barrel

Repeat on top barrel

Repeat on ground RHS of barrel

The barrel is to be used as primary support.

## STAGE 2: Barrel of laughs Cont

### Equipment

Bipod and two bags only



Red denotes position to shoot and order

**STAGE: 3 How fast can you go?**

**Time: 90 seconds**

**Location:** Bench on LHS of Range 2

**Targeting skills:** Rapid target acquisition, reloading

**Points:** 20

**Targets:**

5 \* 44 m 200 mm animal targets

**Start position:** Rifle staged on the bench (shooter can sight rifle within a 30-second window as judged by RO.)

**Description:**

You happen to be sighting in your rifle when a swarm of rabbits runs past. As a feral animal, it is your duty to save the native animals from this introduced pest.

On start, the shooter is to engage animal targets as quickly as possible in sequence left to right and reload and repeat.

**HIT TO MOVE – Mandatory reload after 5 ~~shots~~ A.K**

**Note – The magazine must be swapped after every 5 hits . If the shooter does not have two mags then the mag must be removed and touched to the buttstock of the rifle and reloaded.**

**Equipment**

Unlimited

#### STAGE 4: Skills stage plus

**Time:** 90 seconds – tie breaker stage

**Location:** Skills structure

**Targeting skills:** Skills stage +

**Points:** 10

**Targets:**

100 m 150 mm

**Start position:** Port of arms 2m behind the structure.

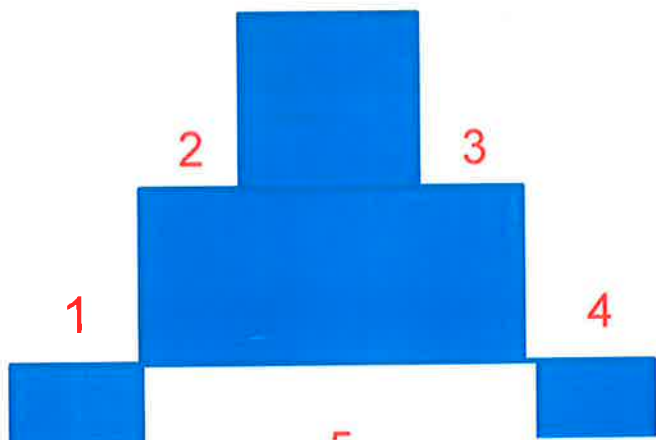
**Description:**

Your fellow squad mates have bet you a carton of beer that they are faster than you.

Two shots from each position 100m , then 2 shots prone from the bottom slot hole @ 100m

**Equipment**

Unlimited



#### STAGE 5 Two chairs

**Targeting skills:** Shooting off chairs

**Location:** RHS of range two undercover on concrete

**Points:** 10

**Targets:**

75m – 100mm

60 m - 100 mm

**Starting:** Port of arms 2m behind and in middle between chairs.

**Description:**

You are walking around with your rifle on your patio and spot some targets; you engage these off your two favorite chairs using only the top of the chair and the base of the chair ( the seat). You can not sit on chair or change its position. If the chair moves the shooter must reposition the chair before re-engaging the targets.

Top of RHS chair – 2 shots near to far

Seat of RHS chair – 2 shots near and one far (total of three shots )

Top of LHS chair – 2 shots near to far

Seat of LHS chair – 2 shots near and one far (total of three)

**Equipment**

2 bags only – any bag attached to rifle is still counted as a bag.

## STAGE 5 Two chairs Cont



## STAGE 6 A Long Shot

**Targeting skills:** Long distance

**Location:** RHS of gap between range 2 and 3

**Points:** 10

**Targets:** ✓

**Hit to move, Unlimited rounds**

75 m 100mm

100 m 150 mm

150m 150 mm

200m 200 mm

200m 100mm

**Description:**

You are reloading and have your shooting supplies in a bucket across the room with your rifle on the ground. You see a troop line and are overcome with an urge to show your skills.

**Starting position:** Rifle on ground unloaded resting on a bipod or front rest ( no other equipment near rifle), All magazines in the bucket and rear bags in bucket 3 m to the side of shooting position).

At the start, retrieves a single magazine from the bucket. the shooter can engage each target in a sequence near to far the repeat same.

The shooter can retrieve extra rounds by SWAPPING a magazine with one in the bucket at any time as required.

**Equipment:**

Unlimited