

MATCH BOOK

RIMFIRE REWIND

Sunday 20th November 2022



Shooters Name: _____

STAGE 1

PRS Skills 3

**TIME**

90 seconds

**ROUND COUNT**

12 rounds

**EQUIPMENT**

1 bag , 1 bipod

**TARGET DISTANCE**

60m and 100m

STAGE BRIEF

Shooter will start port arms, magazine inserted and bolt open, 4 metres behind firing line.

On the start beep, the shooter will move forward and drop into the prone position and engage the near left and far left targets with one round each, hit to move. The shooter then conducts a mandatory magazine change and reengages the far left and near left targets hit to move. The shooter then moves to the prop and engages the near right and far right targets with one round each, hit to move. The shooter then conducts and mandatory mag change and reengages the far right and near right target with one round each, hit to move.

TIME -

NOTES

- This is a hit to move stage and time will be recorded to go towards the tie breaker. Magazines must be changed - tapping on the gound/butt will not be accepted.

SCORE ____ / 8

STAGE 2

Know Your Limits

**TIME**

120 seconds

**ROUND COUNT**

16 rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

50m

STAGE BRIEF

Shooter starts 2 metres behind the bench. On the beep, shooter is to build a position on the bench and engage the targets from largest to smallest with 1 shot each, shoot to move.

After 8 shots have been taken, shooter is to transition to the prop and engage the targets from largest to smallest for 1 impact per target - hit to move.

NOTES

- First 8 shots are shoot to move (from bench), second 8 shots are hit to move (from prop)

SCORE ____ / 16

STAGE 3

PRS Skills Stage 2

**TIME**

90 seconds

**ROUND COUNT**

8 rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

100m

STAGE BRIEF

Shooter to start port arms, magazine inserted, bolt open at the post 9m behind the firing line.

On the start beep, shooter will move to the barricade and choose one of four positions and engage the target with two rounds only. Shooter will then move to remaining firing positions and engage the target with two rounds from each position.

TIME -

NOTES

- Time will be recorded and go towards the tie breaker

SCORE ____ / 8

STAGE 4

Multi Par Madness

**TIME**

120 seconds (15/25/35/45)

**ROUND COUNT**

20 rounds

**EQUIPMENT**

1 Bag & 1 Bipod

**TARGET DISTANCE**

100m

STAGE BRIEF

Shooter starts 2 meters behind firing line, port arms, magazine inserted bolt back. On the start beep the shooter will have 15 seconds to choose 1 position on the barricade and engage the target with 2 rounds. Immediately on the second beep, the shooter will have 25 seconds engage the target with 2 rounds from each of 2 positions. Immediately on the 3rd beep, the shooter will have 35 seconds to engage the target with 2 rounds from each of 3 positions. Immediately on the 4th beep, the shooter will have 45 seconds to engage the target with 2 rounds from each of 4 positions.

NOTES

- Positions may not be immediately repeated between time sections.
- Shooter may move off the barricade but may not build a new position until the beep

SCORE ____ / 20

STAGE 5

Be Strong and Support

**TIME**

60 seconds

**ROUND COUNT**

10 rounds

**EQUIPMENT**

1 bipod, 1 bag

**TARGET DISTANCE**

78m

STAGE BRIEF

Shooter starts port arms, magazine inserted, bolt open 1 metre behind bench.

On the start beep shooter will build a position on the bench and engage the targets strong side from right to left, 1 shot per target. Shooter will then transition to the 2nd bench, build a position support side and engage the targets from left to right, 1 shot per target.

NOTES

- Shooter may start on either bench, but must start strong side and transition to support
- Support is FULL support (Shoulder, eye and trigger finger)

SCORE ____ / 10

STAGE 6

The Stage Everyone Hates

**TIME**

60 seconds

**ROUND COUNT**

Unlimited rounds

**EQUIPMENT**

NO EQUIPMENT

**TARGET DISTANCE**

45m

STAGE BRIEF

Shooter starts port arms, magazine inserted bolt back. On the start beep, shooter will assume an unsupported position and engage the LH target array until 5 impacts have been achieved. Shooter will then assume a different unsupported position and engage the RH target array until 5 impacts have been achieved.

Positions

Standing unsupported

Kneeling unsupported

Sitting unsupported

Prone unsupported (no hawkins)

NOTES

- Shooters may not change position until 5 impacts have been achieved
- Targets do not have to fall - spotters discretion on impact calls

SCORE _____ / 10

STAGE 7

PRS Skills Stage 1

**TIME**

90 seconds

**ROUND COUNT**

Unlimited rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

78m

STAGE BRIEF

Shooter starts 5 metres behind the firing line (rear of shed) port arms, magazine inserted, bolt back. On the start beep, the shooter will move to the firing line and assume the prone position. The shooter will 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 all targets hit to move from right to left. This stage is **HIT TO MOVE**.

TIME -

NOTES

- This stage is HIT TO MOVE
- Time will be recorded and will go towards the tiebreaker

SCORE ____ / 6

STAGE 8

Rabbit Run

**TIME**

300 seconds

**ROUND COUNT**

30 rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

62m, 87m, 106m, 164m
188m, 250m

STAGE BRIEF

Shooter starts 1 metre behind ute tub, action open, NO magazine inserted. On the start beep, shooter moves into the ute tub and builds a position on the roll bar - magazine may be inserted once in tub. Shooter will engage the rabbit targets near to far and then far to near with one round each. Shooter must then remove magazine, exit ute tub through the rear and move to the tank trap. Shooter will build a position and engage the near rabbit with two rounds, move to a new position and engage the middle rabbit with two rounds, move to new position and engage the far rabbit with two rounds. Shooter will then move to the post barricade and engage the rabbits far to near with one round from each post. Shooter will then move to the rock pile and engage the fourth rabbit with two rounds and then the second rabbit with two rounds. The shooter will then build a prone position and engage the 250m target with five rounds.

NOTES

- Magazine must be removed when entering and exiting ute tub.
- Shooter must shoot off top of roll bar when in ute tub

SCORE _____ / 30

STAGE 9

Playschool

**TIME**

150 seconds

**ROUND COUNT**

18 rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

25m, 50m, 75m, 100m
150m, 200m

STAGE BRIEF

Shooter starts 2 metres behind window barricade, port arms, magazine inserted, bolt back. On the start beep shooter will move to the barricade, select one window and engage the targets in the order stated below with one round per target moving windows after each three shots. Shooter may use the windows in any order.

Position 1 - 25m, 75m, 150m

Position 2 - 200m, 50m, 75m

Position 3 - 150m, 25m, 100m

Position 4 - 50m, 100m, 150m

Position 5 - 75m, 200m, 100m

Position 6 - 100m, 75m, 50m

NOTES

- Stage officer may allow shooter to reuse positions if not tall enough to use top windows.

SCORE _____ / 18

STAGE 10

PRS Skills Stage 4

**TIME**

90 seconds

**ROUND COUNT**

Unlimited rounds

**EQUIPMENT**

1 bag, 1 bipod

**TARGET DISTANCE**

100m, 150m, 200m

STAGE BRIEF

Shooter starts 4 metres behind firing line (rear of shed) port arms, magazine inserted, bolt back. At the start beep, shooter moves to the firing line, builds a prone position and engages the targets near to far for one impact each without any dope dialled onto their scope. After the far target is successfully engaged, shooter will drop their magazine, return to the start point and retrieve the second magazine. Shooter will then engage targets near to far for one impact each, full support side.

TIME -

NOTES

- Time will be recorded and go towards tiebreaker.
- Support is full support (shoulder, eye, trigger finger)

SCORE ____ / 6

SCORECARD

STAGE 1 *PRS Skills 3* _____/8

STAGE 2 *Know Your Limits* _____/16

STAGE 3 *PRS Skills Stage 2* _____/8

STAGE 4 *Multi Par Madness* _____/20

STAGE 5 *Be Strong And Support* _____/10

STAGE 6 *The Stage Everyone Hates* _____/10

STAGE 7 *PRS Skills Stage 1* _____/6

STAGE 8 *Rabbit Run* _____/30

STAGE 9 *Playschool* _____/18

STAGE 10 *PRS Skills Stage 4* _____/6

TOTAL SCORE _____/132

TOTAL TIME _____

