



PRESENTS



RIMFIRE RECKONING

PRECISION RIMFIRE MATCH

SHOOTERS MATCHBOOK

27th March 2021

52 RIFLE ROAD, MONARTO SOUTH SA 5254, AUSTRALIA

MATCH DIRECTORS:
LACHLAN BRUCE | BEN KENNEDY

KEY TIMINGS

REGISTRATION – 8:00AM

MATCH BRIEFING – 8:30AM

MATCH START – 9:00AM

LUNCH – 11:30-1:30PM

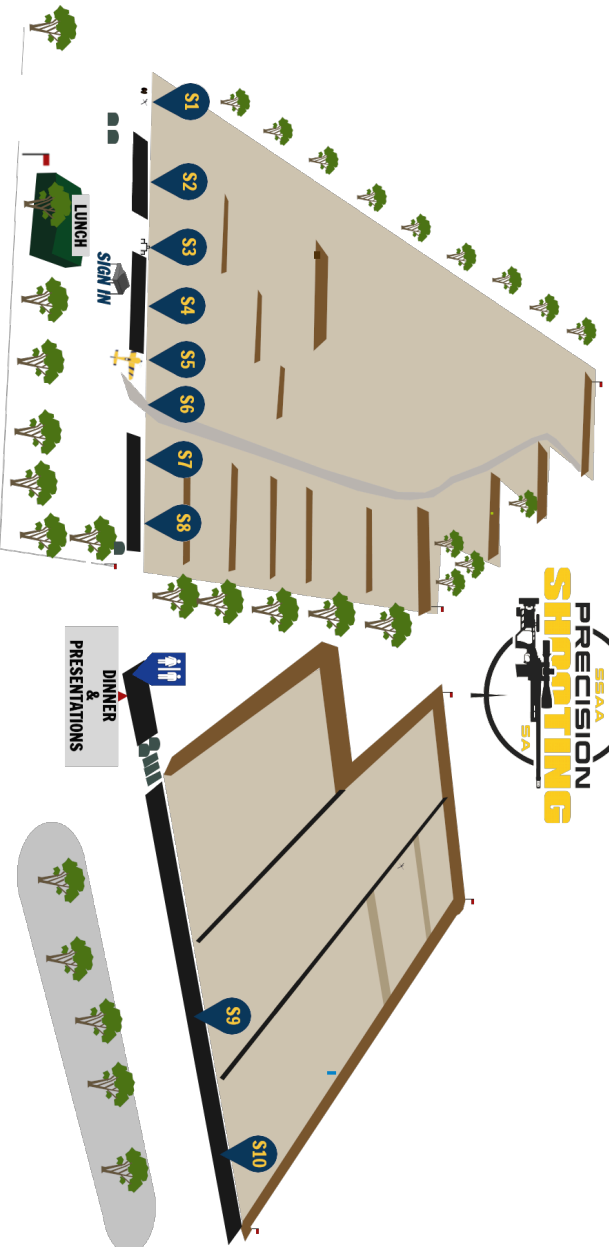
MATCH FINISH – 5:30PM

PRESENTATIONS – 6PM

DINNER – 6:30PM

- Following Briefing, Match will commence once all competitors have retrieved their gear and we have been given the OK by the range officers following the brief.
- Lunch will be available for those who have purchased a catering package from 11:30am to 1:30pm. Please find time during your stages to collect your lunch.
- Self serve tea and coffee is available in the club house all day, please help yourself.
- We anticipate that the last competitor will finish up about 5:30pm this afternoon.
- Presentations are expected to occur at 6:00pm.
- Following this dinner will be served from 6:30pm for those who purchased a catering package.

S3 = STAGE NO.



RANGE MAP

MY SCORES:

S1: CRAWLING FOR COVER	/16
S2: SMOOTH IS FAST	/10
S3: SK SKILLS STAGE 2	/8
S4: SEESAW & STEEL	/12
S5: MONARTO AIRWAYS	/16
S6: DOUBLE JEOPARDY	/14
S7: SLIP 'N' SLIDE	/15
S8: SUPPORT FOR THE STRONG	/16
S9: SHOOT YOUR LIMITS	/16
S10: CARDIO CATASTROPHE	/15
TOTAL:	/138

DOPE CHART (DATA ON PREVIOUS ENGAGEMENT)

25 METERS	
40 METERS	
50 METERS	
60 METERS	
65 METERS	
75 METERS	
80 METERS	
85 METERS	
100 METERS	
110 METERS	
150 METERS	
160 METERS	
200 METERS	
300 METERS	

THIS MATCH IS BEING RAN UNDER THE SSAA PRECISION RIFLE INTERIM RULE BOOK 1 (1 MAR 2020) & UNDER THE RANGE RULES OF THE SSAA MONARTO COMPLEX. ALL STAGES ARE PRONE TO LAST MINUTE CHANGES POST-PRINTING OF THIS MATCHBOOK. IF THERE ARE ANY CHANGES YOU WILL BE SPECIFICALLY INFORMED DURING YOUR STAGE BRIEFING. IF YOU HAVE ANY ISSUES, COMPLAINTS, DISCREPANCIES OR QUERIES, PLEASE SEE THE MATCH DIRECTORS (LACHLAN BRUCE OR BEN KENNEDY).

NOTES

Blank lined area for taking notes.

Stage One

CRAWLING FOR COVER



120
SECONDS



16
POINTS



16
ROUNDS



BIPOD & 1 BAG



2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

At the start signal, shooter is to engage the left target with 2 rounds from the following positions (shoot to move):

Cable reel, left rim.

Cable reel, centre barrel.

Cable reel, right rim.

Tank trap, from the knuckle or above.

The shooter must then place their rifle on the designated table/bench, and transition to the next shooting area under the crawl net. The shooter is then to engage the right target with 4 rounds from the following positions (shoot to move):

Bench.

Half drum.

Note to spotters: The targets are obscured by cover, if the shooter impacts the cover plate, no score shall be recorded. Only impacts on the targets, shall be recorded. A ricochet off the cover plate that impacts the donut will count.

TARGETS AND SCORE



100m



100m

Total score:

/16

Stage Two

SMOOTH IS FAST



5x 10
SECONDS



10
POINTS



10
ROUNDS



BIPOD & 1 BAG



2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

This stage will be broken down into 5 lots of 10 seconds. For each time string the shooter will have 10 seconds to move to the barricade, build a position and fire 2 rounds. The first shot at 40m, the second at 100m. This will be completed on the following positions:

- Bench Top
- Top of Pallet
- Tank Trap
- Barrel
- The Tires

The shooter should promptly move to the next barricade to await the timer. Basic turret adjustments/mag changes may be done, however the shooter will not be given excessive amounts of time between the barricades.

TARGETS AND SCORE



40m



100m

Total score:

/10

Stage Three

SK SKILLS STAGE TWO



90
SECONDS



8
POINTS



8
ROUNDS



UNRESTRICTED



2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

At the start signal, the shooter will move to the barricade to one of the nominated firing points and engage the target with 2 rounds only. Shooter will then move to the remaining firing positions in any order and engage the target with two rounds from each position.

The 4 positions will be clearly marked on the barricade.

This stage is the match tie-braker

For added stakes, the overall winner of this individual stage will receive a brick of 500 SK Standard .22LR ammunition for extra bragging rights!

Thank you to Nioa Australia for supporting this stage.

TARGETS AND SCORE



100m

Total score:

/90s

/8

Stage Four

SEESAW & STEEL



120
SECONDS



12
Points



12
ROUNDS



BIPOD & 1 BAG



STANDING IN MARKED POSITIONS
PORT ARMS, MAGAZINE IN BOLT BACK

On the start signal, the shooter is to move onto to the wobble board into the prone supported position and engage the targets left to right and then right to left with one shot each (shoot to move).

TARGETS AND SCORE



60m



60m



60m



77m



80m



160m

Total score:

/12

Stage Five

MONARTO AIRWAYS



140
SECONDS



16
POINTS



16
ROUNDS



UNRESTRICTED



IN PLANE COCKPIT
GUN IN FOOTWELL, MAGAZINE OUT

Shooter will start in the pilot's seat of the aircraft with ONE magazine on them. Rifle will start unloaded in the passenger footwell (A bipod may be attached). The shooter's second magazine starts in the crate behind the seats. The shooter may not retrieve this magazine until they have fired 10 rounds. ANY other accessories the shooter wishes to use during the stage will be in a crate amongst the wreckage and must be deployed on the clock. This includes bags, tripods, slings etc. If you wish to use them, it's on the clock.

At the sound of the beep the shooter may retrieve their rifle from the passenger seat, being extremely careful to ensure muzzle is pointed between the flags and in a safe direction, load and engage the Mini IPSC @ 77m with 4 rounds from inside the plane, shoot to move.

The shooter will then safely dismount the plane and move to the side of the aircraft and shoot from the bonnet of the aircraft with 4 rounds shoot to move.

The shooter will repeat this process prone under the wing of the aircraft (muzzle forward of wing tip) and over the top of the wing at the defined location. Both 4 rounds each, shoot to move.

TARGETS AND SCORE



77m

Total score:

/16

Stage Six

DOUBLE JEOPARDY



120
SECONDS



14
POINTS



14
ROUNDS



BIPOD & 1 BAG



2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

On the start signal, the shooter is to move into the prone supported position and engage the targets with the following sequence (shoot to move):

- 75m x 2 Rounds
- 150m x 4 Rounds
- 300m x 8 Rounds

TARGETS AND SCORE



75m



150m



300m

Total score:

/14

Stage Seven

SLIP 'N' SLIDE



120
SECONDS



15
POINTS



15
ROUNDS



UNRESTRICTED



GUN STARTS ON BENCH UNLOADED
SHOOTER STARTS AT BUCKET

Shooter will empty 15 loose rounds into the bucket.

On the buzzer shooter will load their magazine with 5 rounds and move through the obstacle course. The obstacle course will consist of a two-sided ramp, mini tunnel & chicane.

Once they have reached the bench, shooter will engage the 5 large pigs at 50 meters. Shoot to move. Once 5 rounds have been fired, shooter will drop their magazine, work through the obstacle course in reverse & retrieve a further five rounds.

Shooter will then engage the 100m 5 pigs with 5 shots shoot to move before proceeding back across the barricades and retrieve 5 more rounds.

Finally, the shooter will shoot 3 rounds at the 150m target with their final 2 at the 200m target.

If the shooter is not physically able to cross the ramp or tunnel, they must walk around the marked cones to achieve a similar time deficit. They may find they lose a fraction more time, however they will not be as physically impacted.

TARGETS AND SCORE



25m



75m



150m



200m

Total score:

/15

Stage Eight

SUPPORT FOR THE STRONG



120
SECONDS



15
POINTS



15
ROUNDS



BIPOD & 1 BAG



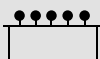
2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

On the start signal, the shooter is to move to the shooting position (nominated bench) and fire in the following sequence (shoot to move):

1. Left most flipper (25m), strong side.
2. Right most flipper (25m), support side.
3. 50m strong & support side.
4. Left most flipper (25m), strong side.
5. Right most flipper (25m), support side.
6. 75m strong & support side.
7. Remaining flipper (central) strong side.
8. 100m strong & support side.
9. 150m strong & support side.
10. 200m strong & support side.

Support side means, non-dominate eye, hand and shoulder.

TARGETS AND SCORE



25m



50m



75m



100m



150m



200m

Total score:

/16

Stage Nine

SHOOT YOUR LIMITS



120
SECONDS



16
POINTS



16
ROUNDS



BIPOD & 1 BAG



2M BEHIND FIRING POSITION
PORT ARMS, MAGAZINE IN BOLT BACK

On the start signal the shooter is to move into the prone supported position and engage the Mini IPSC with one shot. The shooter is then to engage the first (largest) KYL target with one shot. The shooter will then return to the Mini IPSC and engage with one shot before moving back to the KYL rack.

This alternating pattern will continue until all KYL targets (largest to smallest) have been engaged with one shot (shoot to move).

TARGETS AND SCORE



45m



65m



80m

Total score:

/16

Stage Ten

CARDIO CATASTROPHE



140
SECONDS



15
POINTS



15
ROUNDS



UNRESTRICTED



PRONE, HANDS FLAT ON GROUND
MAGAZINE IN BOLT BACK

This stage involves a forward moving firing line, at all times when the shooter is transitioning, they are to be moving forward only. If this shooter attempts to move backwards, they will be disqualified from the stage.

On the start signal, the shooter is to engage the identified target with 3 rounds from each of the following positions (shoot to move):

1. Prone (200m from target, starting position).
2. Barrel (157m from target).
3. Berm #2 in the designated area marked with sporting cones (107m from target)
4. Tank trap knuckle or higher (67m from target)
5. Unsupported position in the designated area marked with sporting cones (25m from the target).

Firearm safe zone will be located on range 6.

TARGETS AND SCORE



TARGET @ 200m

Total score:

/15



PRESENTS

RIMFIRE RECKONING

SK

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