



2022 Rimfire Recompense Match Book - Mandatory safety briefing at 8:30 am

Match rules to note:

- Tripods to be deployed and attached on the clock if used
- Max 10 rounds can be loaded in magazines regardless of capacity

STAGE 1 - PICKETT OR POST

RANGE 1

TIME: 120

ROUNDS: 14

EQUIPMENT:
1 BAG AND TRIPOD

TARGETS:
50 mm round @ 77 m
100 mm round @ 100 m

STAGE BRIEF

Shooter will start port arms, magazine inserted and action open

On the start signal, the shooter will move to the star pickett and engage the 77m target with one round, the shooter will then move to the post and engage the 100m target with one round. The shooter repeats the process 6 more times, all posts must be used and one repeated.

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 14

HITS MADE

STAGE 2 - FEELING UNSUPPORTED?

RANGE 1

TIME: 120

ROUNDS: 13

EQUIPMENT:
NONE

TARGETS;
150 mm round @ 100 m

STAGE BRIEF

Shooter will start port arms with magazine inserted and bolt back. On the start signal shooter is to engage the 100m target with 1 round from each of the following positions, all unsupported

1. Prone
2. Sitting
3. Kneeling
4. Standing
5. Kneeling
6. Sitting
7. Prone
8. Sitting
9. Kneeling
10. Standing
11. Kneeling
12. Sitting
13. Prone

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 13

HITS MADE

STAGE 3 - TRUING BARS TO A TEE

RANGE 1

TIME: 120

ROUNDS: UNLIMITED

EQUIPMENT:
UNLIMITED

TARGETS:
Flat bar @ 100 m
Vertical bar @ 100 m

STAGE BRIEF

Shooter will start prone behind rifle with mag inserted, bolt back and hands on the ground.

On the start signal the shooter will engage the vertical truing bar, once an impact is made the shooter will move to the bench and engage the horizontal truing bar until an impact is made.

If the shooter impacts the wrong target they must stop shooting and put on a backpack before re engaging the target. If the shooter impacts the wrong target a second time they must run to the chair and grab the soft toy and use it as a rear support for the rifle.

The shooter completes 5 rotations and must not remove their bag or stop using the toy if the penalty is received.

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

STAGE 4 - SUPER MARIO WORLD

RANGE 2

TIME: 100	ROUNDS: 10
EQUIPMENT: Unlimited	TARGETS; 100 mm Round @ 40 m 100 mm Round @ 60 m 125 mm Round @ 77 m IPSC @ 100 m 150 mm Round @ 150 m

STAGE BRIEF

Shooter will start with rifle port arms, magazine inserted & bolt back

On the start signal shooter is to move to each of the 5 shooting positions and engage the target with 2 rounds. Barrel may not enter the pipes.

The targets may be engaged in any order but the shooter must nominate the target they are engaging before getting into position.

SHOOT TO MOVE - Tie breaker stage

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING | MAX POINTS 10 | HITS MADE

60 77
[]
10 100 150

STAGE 5 - SKILLS SUPPORT

RANGE 2

TIME: 90

ROUNDS: 16

EQUIPMENT:
UNLIMITED

TARGETS;
IPSC @ 100 m
125 mm round @ 77 m

STAGE BRIEF

Tie breaker stage

Shooter will start port arms, magazine inserted and bolt open.

On the start signal the shooter will engage the 100 m target with 2 shots from each of the 4 positions, then the shooter must re engage the 77m target with 2 shots from each of the 4 positions from their support side (including trigger finger).

Shoot to move

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 16

HITS MADE

STAGE 6 - SNOWTOWN

RANGE 3

TIME: 80

ROUNDS: 10

EQUIPMENT:
1 BAG ONLY

TARGETS:
150 mm Round @ 100 m
150 mm Round @ 150 m
150 mm Round @ 200 m
200 mm Popper @ 250 m

STAGE BRIEF

Shooter will start port arms, magazine inserted and back in the starting position.

On the start signal the shooter will move to the barrel and engage the targets near to far with 2 rounds at 100m, 3 rounds at 150m, 3 rounds at 200m & 2 rounds at 250m

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

STAGE 7 - NOMINATE & DOMINATE

RANGE 3

TIME: 90	ROUNDS: 14
EQUIPMENT: 1 BAG AND BIPOD ONLY	TARGETS; 100 mm Round @ 40 m 100 mm Round @ 77 m 150 mm Round @ 100 m 150 mm Round @ 150 m 150 mm Round @ 200 m 200 mm Popper @ 225 m 200 mm Popper @ 250 m

STAGE BRIEF

Squad will listen to stage brief and before any shooter begins the entire squad must nominate the number of impacts they intend on achieving. Shooter will start port arms, magazine inserted and back in the starting position. On the start signal the shooter will move to the bench and engage the targets from near to far with two shots each. Each shooter will have 14 shots to hit the number of targets they have nominated. Each target nominated that is not impacted at the end of the stage will be deducted from the shooters nominated score. Shooters cannot score less than zero. HIT TO MOVE

Example 1. Shooter nominates 14 impacts. Shooter impacts 10 targets. Score = 6

Example 2. Shooter nominates 12 targets. Shooter impacts 12 targets. Score = 12

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING | MAX POINTS 14 | HITS MADE

STAGE 8 - KYL ON THE RUN

RANGE 7

TIME: 180

ROUNDS: ~~unlimited~~

EQUIPMENT:
UNLIMITED

TARGETS;
KYL @ 200 m
KYL @ 175 m
KYL @ 150 m
KYL @ 125 m
KYL @ 100 m
KYL @ 75 m
KYL @ 50 m
KYL @ 25 m

Shoot to move

STAGE BRIEF

Shooter will start port arms, magazine inserted and action open

On the start signal the shooter will move to the prone position and engage the Large KYL with 2 shots. The shooter will then transition to the 175 m position and engage the second largest KYL with 2 shots, shooter continues to move to each marked position and engage the KYL targets in descending order. There are 8 positions and 16 points available.

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

| MAX POINTS 16

| HITS MADE

STAGE 9 - RUN WHAT YOU BRUNG

RANGE 7

TIME: 100

ROUNDS: 10

EQUIPMENT:

Everything you bought must be used

TARGETS:

100 mm @ 100 m
Large KYL @ 200 m

STAGE BRIEF

Shooter will start port arms and action open. On the start signal the shooter must move to each of the 5 marked positions and use all of the equipment they have bought to range 7 to engage the near and far target with 1 round from each position. The barricade must form either the front or rear rest for the rifle.

Use means form part of the firing position eg. front or rear rest, as a shooting mat or touching. Backpacks may be worn (equipment may be inside backpack but tripods can not be stowed in the backpack) Bipods can be deployed or stowed. All equipment to move with the shooter.

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE

STAGE 10 - MAD MINUTE

RANGE 7

TIME: 60

ROUNDS: 20

EQUIPMENT:
Bipod only

TARGETS
100 mm @ 100 m
Large KYL @ 200 m

STAGE BRIEF

Shooter will start port arms and action open. On the start signal the shooter drops to the prone position and engages the 100 m target with 10 rounds. The shooter will then retrieve their spare magazine from the marked position and engage the 200 m target with the remaining 10 rounds.

SHOOT TO MOVE

DISTANCE	TARGET	DROP	5MPH	10MPH

SCORING

MAX POINTS 10

HITS MADE