

# RIMFIRE

## REBELLION



# MATCHBOOK



MATCH DIRECTOR - MAXWELL EAKINS



# PRS Skills Stage One

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**TIME**  
90 Seconds



**ROUND COUNT**  
Unlimited



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 130m  
T2 130m  
T3 130m

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## STAGE BRIEF

Shooter will start 9 metres behind with their rifle staged (No sight picture)  
Magazine inserted, bolt open.

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 T1, T2 and T3.

They 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 reengage from right to left starting with the far-right target.

This is a timed Skills and Tiebreaker Stage  
Hit to Move

STAGE 1

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

6

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Rabbits & Feathers



**TIME**  
150 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 80m Rabbit  
T2 100m Rabbit  
T3 150m Rabbit  
T4 200m Rabbit

## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open in the back of the Ute tray.

On the start signal, the shooter will engage the 80m rabbit with 3 rounds, then move position and engage the 100m target with 3 rounds. Next, the shooter will move from the Ute tray and place their rifle on the firing line.

Retrieve the shotgun and engage the 2 flying clays. Once the clays have been engaged the shooter will make the shotgun safe. Returning to their rifle they engage rabbits at 150m and 200m with 3 rounds each from a standing position.

Shoot to Move

STAGE 2

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Shoot The Steel Challenge

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**TIME**  
120 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**

T1 25m	T7 175m
T2 50m	T8 150m
T3 75m	T9 100m
T4 100m	T10 75m
T5 150m	T11 50m
T6 175m	T12 25m

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## STAGE BRIEF

Shooter is to start 10 metres behind the firing line Rifle stage in position.

You have 30 seconds to set your rifle, you may not get a sight picture!

On the start signal, the shooter will move to their rifle and engage the troop line of big targets near to far, 25m 50m 75m 100m 150m 175m with one round each.

They will then engage the small targets far to near from 175m back to 25m for one round each.

Shoot to move




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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# AGS Long-Range Skills

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**TIME**  
90 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 100m  
T2 100m

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open 9 metres behind the firing line.

On the start signal, the shooter will move to one of four positions on the PRS skills barricade. Engaging the 100m big target with 2 rounds followed by the 100m small target with 1 round.

The shooter will then continue this for a remaining three positions  
This is a timed Skills and Tiebreaker Stage  
Shoot to Move



**THE ADELAIDE GUN SHOP**  
212 GOUGER ST, ADELAIDE SA 5000  
(08) 8231 3570 D/L 101124L

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# More Than Left Edge

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**TIME**  
120 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 50m            T5 200m  
T2 60m            T6 250m  
T3 70m  
T4 80m

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open behind the firing line.

On the start signal, the shooter will move to position one and engage the four round targets at 50m 60m 70m 80m. Next the shooter will move to position two and engage the 200m target with 2 rounds. Then from the same position engage the 250m target with 6 rounds.

Shoot to Move

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

**SCORING**  
POINT PER HIT

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Tired of Tyres

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**TIME**  
120 Seconds



**ROUND COUNT**  
14 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 66m  
T2 75m  
T3 100m

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open behind the firing line.

On the start signal, the shooter will move to one of the 7 positions.

Position 1: Engage 66m target with 2 rounds. Next, move to  
Position 2: Engage 66m target with 2 rounds. Next, move to  
Position 3: Engage 75m target with 2 rounds. Next, move to  
Position 4: Engage 75m target with 2 rounds. Next, move to  
Position 5: Engage 100m target with 3 rounds. Next, move to  
Position 6: Engage 100m target with 3 rounds.

You may not repeat a position

Shoot to Move

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

14

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Test Your Limits

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**TIME**  
90 Seconds



**ROUND COUNT**  
11 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
KYL 1 30m x3 Targets  
KYL 2 45m x3 Targets  
KYL 3 66m x5 Targets

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open 2 metres behind the firing line.

On the start signal, the shooter will move to any position and engage KYL 1 at 30m with 1 round at each. Next engage the KYL 2 with 1 round each. The shooter will then move to another position and engage KYL 3 at 66m with 1 round per target.

Shoot to Move

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

11

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS



# Manael Tactical Holes

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**TIME**  
120 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 80m  
T2 120m

One piece of gear per position.

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open 2 metres behind the firing line.

On the start signal, the shooter will move to any position and engage the targets in the following order;

- Position 1: 80m target with 3 rounds.
- Position 2: 120m target with 3 rounds.
- Position 3: 80m target with 3 rounds
- Position 4: 120m target with 3 rounds.

**MANAEL**  
**Aussie Made Shooting Gear**

STAGE 8

Only one piece of gear can be nominated and used per position. Gear must be left once used. All gear must start near you (No position can be repeated).  
Shoot to Move

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Doughnuts

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**TIME**  
90 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
T1 50m  
T2 70m

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## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open 2 metres behind the firing line.

On the start signal, the shooter will move to the position on the steel drum and engage the 50m target with 2 rounds. Next, they will then move to the second steel drum and engage the 70m target with 4 rounds followed by the 50m target with 4 rounds.

Lastly moving back to the first drum engage the 70m target with 4 rounds.

Shoot to Move

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## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# Tacti-Sac Tanktrap



**TIME**  
105 Seconds



**ROUND COUNT**  
12 Rounds



**EQUIPMENT**  
Unlimited



**TARGETS**  
TA1 72m x2 Targets  
TA2 105m x2 Targets  
TA3 123m x2 Targets

## STAGE BRIEF

The shooter will start port arms, magazine inserted, bolt open 2 metres behind the firing line.

On the start signal, the shooter will move to any position on the tank trap and engage the targets in the following order. (Largest x2, Smallest x1)

Position 1: TA1 72m targets with 3 rounds. Next, move to  
Position 2: TA2 105m targets for 3 rounds. Next, move to  
Position 3: TA1 72m targets for 3 rounds. Next, move to  
Position 4: TA3 123m target with 3 rounds.

Shoot to Move

No position can be repeated.



STAGE 10

## COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

**SCORING**  
POINT PER HIT

12

**POINTS**  
AVAILABLE

**TOTAL**  
POINTS

# REBELLION

PROUDLY SUPPORTED BY

# MANAEL

Aussie Made Shooting Gear

# STS TARGETS

SAVE THE TREES SHOOT STEEL



5TH NOVEMBER 2023

