

Shooter# _____



Hosted by

Precision Rifle Shooters of Idaho

at

Snake River Sportsmen Rifle Range

Vale, Oregon

October 19-21st 2018



Test the Best Idaho Oktoberfest Championship NRL Match 2018 Vale, Oregon

SCHEDULE

All Competitors have been signed up for his or her squad. Your squad and position number will determine which area you will be starting at, and in what order you will be shooting. We have a very full schedule planned so we'll need your assistance in being ready to shoot when it's your turn. Our Range Officers will do their best to call the shooting order (who's on deck, who's in the hole, etc.), but they'll be busy running stages as well. Being aware of your place in the shooting order and being prepared and ready to shoot when called will be greatly appreciated.

ALL shooters must attend the safety briefing Saturday morning. If you are not present, you will not be allowed to shoot. We thank you all in advance for your cooperation.

FRIDAY – October 19th

1200-1700 Competitors can check in and will have access to the 100 yard paper and steel targets at range

SATURDAY – October 20th

0700-0715 Sign In

0730-0745 Safety Briefing/Shooter's meeting at the main firing line under overhang

0800-1500 Shoot Day 1 first course of fire (COF)

SUNDAY – October 21st

0730-0745 Shooter's meeting, mid match zero

0800-1400 Day 2 COF

1500-1530 Protest Time

1600-1900 Dinner at the Clarion Hotel/ Awards Ceremony

NRL Competition's Standards and Principles

1. Safety is the first and highest priority before, during, and after all NRL competitions and is everyone's responsibility. Anyone who observes an unsafe act can call a cease fire at any point during the course of an event.
2. NRL competitions are designed to test a shooter's ability to shoot accurately, correct for environmental factors effectively, and solve problems quickly.
3. Each course of fire at a NRL event will be very practical in nature and relative to common aspects of long-range precision rifle engagements.
4. A high level of professionalism and sportsmanship is expected at each NRL event. All participants, to include Match Directors, Range Officers, shooters, and spectators will be treated with the utmost respect at all times.

5. Cheating of any kind will not be tolerated at NRL events and will result in an immediate match disqualification and in certain instances may be grounds for expulsion from the Series.

6. NRL courses of fire(COF)are individual events designed to test a shooter's individual skill and ability. Therefore coaching a shooter while they are conducting a stage is prohibited. Assistance before and after a stage is not only authorized but encouraged especially for new shooters.

RANGE RULES

1. We will be running a COLD range. No loaded firearms off the firing line at any time.
2. Shooters and observers must attend the safety briefing and sign range release forms.
3. Mandatory hearing and eye protection. If a competitor is improperly using eye protection they will receive a warning on the first infraction, a stage DQ on the second, and a match DQ on the third.
4. Maintain muzzle control at all times. Rifles should be carried muzzle up or down, magazines (even empty ones) REMOVED from the rifle. Your muzzle will NOT cover any part of your body or anyone else's body. The 180 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 90 degrees off of the direction of fire in either direction
5. **A negligent discharge (ND) of a firearm will result in immediate removal from the competition. The stage RO may call an ND using his or her own judgment (examples include: the competitor was clearly not engaging the target, competitor was not behind the rifle when it discharged, competitor was not looking through the scope). Questions regarding an ND judgment may be taken up with the Match Director.**
6. During the course of fire movement will be done with the bolt open and back for bolt guns and with the safety on for semi-autos. **If you close the bolt prior to being on target, you will be required to eject the chambered round before continuing.**
7. No person shall consume or be under the influence of alcohol or drugs during the match. Any person found to be impaired and unsafe as a result of any drugs or alcohol will be directed to stop shooting and requested to leave the range.
8. Stage RO's and CRO's are reasonable & fair, their word is final. Without incontrovertible evidence to dispute your claim, the Match Director will side with the RO/CRO.
9. No alcohol will be allowed at the range.

DURING COMPETITION

1. During Competition: NO ONE will touch another competitor's rifle or equipment without their permission. If someone is caught tampering with anyone else's equipment that person will be asked to leave immediately.
2. DO NOT FIRE BEFORE THE START SIGNAL. The competitor will receive a 0 for the stage. If you choose to fire because the competitor next to you fires before the start signal, you will also be penalized. This will be the competitors only and last warning. If it happens again, he or she will be asked to leave. We will re-start the stage for the competitors who did not fire before the start signal.
3. NO COACHING. This is an individual match, not a team event. Absolutely no coaching a competitor while they are shooting. Discussions regarding the COF between competitors can be done before or after shooting.
4. If it can be proven that someone is tampering with the scoring, they will be disqualified from the competition and asked to leave immediately. They will also be forbidden from entering any future PRSID events.
5. DO NOT ARGUE WITH THE SPOTTERS OR SCOREKEEPERS. If you have a question about a call, take it up with the CRO or Stage RO.
6. Distracting the spotters and/or score keepers will not be tolerated.
7. **All transitions during the course of fire MUST be done with the bolt open and back for bolt guns and with the safety on for semi-autos. If you close the bolt prior to being on target, you will be required to eject the chambered round before continuing.**
8. NO CHEATING, NO WHINING, NO GAMING. Violation of any of these rules could and may result in a 0 for the stage or removal from the competition. This is up to the discretion of the Match Director.

SCORING

After each competitor finishes a stage, they will be asked to initial the score card and initial Practiscore

In the event of a tie, the winner will be decided by the tiebreaker stage.

Steel scoring and spotting: Only hits/impacts will be called out to help our score keepers stay on track. Our spotters are experienced. If you have a question about a call the spotter made, take it up with the Stage RO or the CRO. Do NOT discuss the call with the spotter. That being said, we're all human. In the event that a mistake is made or a spotter does not catch a hit, we will do our best to correct it. However, our spotters and RO's have final say.



Stage 1- This Cliff Rocks

Target: targets 1,2,3

Target Distance: Target 1_____

Target 2_____

Target 3_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Score: 1 point per hit, stage has a max score of 10 points

Description: Shooter will start port arms, mag in, bolt back. At the beep the shooter will engage the 1st target from the first firing point with with one round. Shooter will then engage target 2 with one round, then engage target 3 with one round. After targets 1-3 have been engaged the shooter will transition to firing point number two and engage targets in reverse order 3, 2, 1 one round each. After targets 3-1 have been engaged the shooter will transition to firing point number three and engage targets in order 1-3 with one round on target 1, one round on target 2 and two rounds on target 3.

Equipment: Any

NOTES: Target 1_____

Target 2_____

Target 3_____

Score:_____

Stage 2- Rocky Run

Target: targets 1,2,3

Target Distance: Target 1_____

Target 2_____

Target 3_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Score: 10, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep shooter will move to the first firing point engage target 1 the near target with 3 rounds. After the 1st target is engaged with 3 rounds hit or miss the shooter will then move to the second firing point and engage target 2 with 3 rounds hit or miss. Shooter will then move to the third firing point and engage target 3 far target with 4 rounds.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

NOTES: Target 1_____

Target 2_____

Target 3_____

Score:_____

Stage 3- Smooth Move

Target: Target 1, 2

Target Distance: Target 1 _____

Target 2 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10 points, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep the shooter will move to the obstacle and engage target 1 with one round and then engage target 2 with one round. The shooter will then move to the second position and engage target 1 with one round and target 2 with one round. The shooter will then move to the third position and engage target 1 with one round and target 2 with one round. The shooter will then move to the fourth position and engage target 1 with one round and target 2 with one round. The shooter will then move to the fifth position and engage target 1 with one round and target 2 with one round.

Equipment: Any

NOTES: Target 1 _____

Target 2 _____

Score: _____

Stage 4- High Fever

Target: targets 1,2,3,4,5

Target Distance: target 1 _____

target 2 _____

target 3 _____

target 4 _____

target 5 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep shooter will move to the first firing point and engage target 1 with one round. After the 1st target is engaged with one round hit or miss the shooter will move to target 2 and engage target 2 with one round hit or miss, the shooter will move to target 3 and engage target 3 with one round hit or miss, the shooter will move to target 4 and engage target 4 with one round hit or miss, the shooter will move to target 5 and engage target 5 with one round hit or miss. Shooter will then move to the second firing point and engage targets 1-5 with one round hit or miss as previously engaged.

Equipment: Any

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Target 4 _____

Target 5 _____

Score: _____

Stage 5- ABC Easy as 123

Target: targets 1,2,3

Target Distance: Target 1_____

Target 2_____

Target 3_____

Time: 120 seconds

Start Position: shooter will start prone behind their rifle with mag in bolt back

Round Count: 10

Max Score: 10 points

Description: The shooter will start prone behind their rifle with mag in bolt back. At the beep the shooter will engage target 1 with one round hit or miss, shooter will move to target 2 with one round hit or miss, shooter will move to target 3 with one round hit or miss. The shooter will then move to the second firing point and engage target 1 with one round hit or miss, shooter will move to target 2 with one round hit or miss, shooter will move to target 3 with one round hit or miss. The shooter will then move to the third firing point and engage target 1 with one round hit or miss, shooter will move to target 2 with one round hit or miss, shooter will move to target 3 and engage with 2 rounds.

Equipment: Any

Notes: Target 1_____

Target 2_____

Target 3_____

Score:_____

Stage 6- Rock the Boat

Target: targets 1, 2

Target Distance: Target 1 _____

Target 2 _____

Time: 120 seconds

Start Position: shooter will start prone behind their rifle with mag in bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start prone behind their rifle with mag in bolt back. On the beep the shooter will engage target 1 with one round hit or miss and then engage target 2 with one round hit or miss. The shooter will alternate between targets 1 and 2 for the remaining rounds.

Equipment: Any

Notes: Target 1 _____

Target 2 _____

Score: _____

Stage 7- On the Fence

Target: 1

Target Distance: Target 1 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in, bolt back. At the beep the shooter will engage target 1 with 2 rounds hit or miss from obstacle at firing point 1, then transition to the second firing point and engage with 2 rounds hit or miss, then transition to the third firing point and engage with 2 rounds hit or miss, then transition to the fourth firing point and engage with 2 rounds hit or miss, then transition to the fifth firing point and engage with 2 rounds hit or miss

Equipment: Any

Notes: Target 1 _____

Score: _____

Stage 8- Haymaker

Target: target A, Target B

Target Distance: Target A_____

Target B_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in bolt back. At the beep the shooter will move to the first firing point and engage target A with one round and target B with one round. The shooter will then transition to the second firing point and engage target A with one round and target B with one round. The shooter will the transition to the third firing point and engage target A with one round and target B with one round. The shooter will then transition to the fourth firing point and engage target A with one round and target B with one round. The shooter will then transition to the fifth firing point and engage target A with one round and target B with one round.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

Notes: Target A_____

Target B_____

Score:_____

Stage 9- Get Up Stand Up

Target: Targets 1,2,3

Target Distance: Target 1 _____

Target 2 _____

Target 3 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in bolt back. At the beep the shooter will engage target 1 from the first firing point with 3 rounds hit or miss. The shooter will then transition to the second firing point and engage target 2 with 3 rounds hit or miss. The shooter will then transition to the third firing point and engage target 1 with 2 rounds hit or miss. The shooter will then stand on the rock and engage target 3 with 2 rounds unsupported offhand.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Score: _____

Stage 10- The Longest Yards

Target: targets 1,2,3,4,5

Target Distance: target 1 _____

target 2 _____

target 3 _____

target 4 _____

target 5 _____

Time: 120 seconds

Start Position: shooter will start prone behind their rifle with mag in bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start prone behind their rifle with mag in bolt back. At the beep shooter will engage target 1 with two rounds hit or miss, then engage target 2 with two rounds hit or miss, then engage target 3 with two rounds hit or miss, then engage target 3 with two rounds hit or miss, then engage target 4 with two rounds hit or miss, and then engage target 5 with 2 rounds hit or miss.

Equipment: Any

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Target 4 _____

Target 5 _____

Score: _____

Stage 11- MGM 3 Of a Kind

Target: 3 MGM targets

Distance: Target 1 _____

Target 2 _____

Target 3 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Count: 10

Score: 1 point per hit, stage has a max score of 10 points

Description: Shooter will start port arms mag in bolt back. At the beep the shooter will engage the 1st target from the first firing point with with two rounds, Shooter will then engage target 2 with two rounds, then engage target 3 with two rounds. After targets 1-3 have been engaged the shooter will transition to firing point number two and engage target 1 with two rounds, the shooter will then move to target 2 and engage target 2 with two rounds.

Equipment: Any

NOTES: Target 1 _____

Target 2 _____

Target 3 _____

Score: _____

Stage 12- Pinche Rocks

Target: targets 1,2,3

Target Distance: Target 1_____

Target 2_____

Target 3_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Score: 10, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep shooter will move to the first firing point engage target 1 the near target with 3 rounds. After the 1st target is engaged with 3 rounds hit or miss the shooter will then move to the second firing point and engage target 2 with 3 rounds hit or miss. Shooter will then move to the third firing point and engage target 3 far target with 4 rounds.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

NOTES: Target 1_____

Target 2_____

Target 3_____

Score:_____

Stage 13- Busta Move

Target: Target 1, 2

Target Distance: Target 1_____

Target 2_____

Time: 90 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10 points, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep the shooter will move to the obstacle and engage target 1 with one round and then engage target 2 with one round. The shooter will then move to the second position and engage target 1 with one round and target 2 with one round. The shooter will then move to the third position and engage target 1 with one round and target 2 with one round. The shooter will then move to the fourth position and engage target 1 with one round and target 2 with one round. The shooter will then move to the fifth position and engage target 1 with one round and target 2 with one round.

Equipment: Any

NOTES: Target 1_____

Target 2_____

Score:_____

Stage 14- Up and Back

Target: targets 1,2,3,4,5

Target Distance: target 1 _____

target 2 _____

target 3 _____

target 4 _____

target 5 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: Shooter will start port arms with mag in bolt back. At the beep the shooter will move to the first firing point and engage target 1 with one round. After the 1st target is engaged with 1 round hit or miss the shooter will move to target 2 and engage target 2 with one round. After the 2nd target is engaged with 1 round hit or miss the shooter will move to target 3 and engage target 3 with one round. After the 3rd target is engaged with 1 round hit or miss the shooter will move to target 4 and engage target 4 with one round. After the 4th target is engaged with 1 round hit or miss the shooter will move to target 5 and engage target 5 with two rounds. Shooter will then move to the second firing point and engage target 4 with one round hit or miss, shooter will then move to target 3 with one round hit or miss, shooter will then move to target 2 with one round hit or miss, shooter will then move to target 1 with one round hit or miss.

Equipment: Any

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Target 4 _____

Target 5 _____

Score: _____

Stage 15- Three 4 Three

Target: targets 1,2,3

Target Distance: Target 1_____

Target 2_____

Target 3_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10 points

Description: The shooter will start port arms with mag in bolt back. At the beep the shooter will engage target 1 with 3 rounds hit or miss. The shooter will then move to firing point 2 and engage target 2 with four rounds hit or miss. The shooter will then move to firing point 3 and engage target 3 with 3 rounds hit or miss.

Equipment: Any

Notes: Target 1_____

Target 2_____

Target 3_____

Score:_____

Stage 16- So Close But Yet So Far

Target: Near Target, Far target

Target Distance: Near Target_____

Far Target_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10 points

Description: The shooter will start port arms, mag in, bolt back. At the beep the shooter will engage the far target with one round hit or miss, shooter will engage the near target with one round hit or miss. The shooter will engage the far target with one round hit or miss, shooter will engage the near target with one round hit or miss. The shooter will then move to the second firing point and engage the near target with three rounds hit or miss. The shooter will then move to the third firing point and engage the far target with 3 rounds.

Equipment: Any

Notes: Near Target_____

Far Target _____

Score:_____

Stage 17- Angle of the Dangle

Target: 1

Target Distance: Target 1_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in, bolt back. At the beep the shooter will engage target 1 with 2 rounds hit or miss from obstacle at firing point 1, then transition to the second firing point and engage with 2 rounds hit or miss, then transition to the third firing point and engage with 2 rounds hit or miss, then transition to the fourth firing point and engage with 2 rounds hit or miss, then transition to the fifth firing point and engage with 2 rounds hit or miss

Equipment: Any

Notes: Target 1_____

Score:_____

Stage 18- Rocky Road

Target: target A, Target B

Target Distance: Target A_____

Target B_____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in bolt back. At the beep the shooter will move to the first firing point and engage target A with 4 rounds. The shooter will then transition to the second firing point and engage target B with 4 rounds. The shooter will then transition to the third firing point and engage target A with 2 rounds.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

Notes: Target A_____

Target B_____

Score:_____

Stage 19- Not For the Weak

Target: targets 1,2,3,4,5

Target Distance: target 1 _____

target 2 _____

target 3 _____

target 4 _____

target 5 _____

Time: 120 seconds

Start Position: shooter will start prone behind their rifle with mag in bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start prone behind their rifle with mag in bolt back. At the beep shooter will engage target 1 with one round hit or miss, then engage target 2 with one round hit or miss, then engage target 3 with one round hit or miss, then engage target 3 with one round hit or miss, then engage target 4 with one round hit or miss, and then engage target 5 with one round hit or miss. After shooter engages 1-5 the shooter will go back to target 5 and engage targets 5-1 with one round in the reverse order from the weak side.

Equipment: Any

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Target 4 _____

Target 5 _____

Score: _____

Stage 20- Finale Rocks

Target: Targets 1,2,3

Target Distance: Target 1 _____

Target 2 _____

Target 3 _____

Time: 120 seconds

Start Position: port arms, mag in, bolt back

Round Count: 10

Max Score: 10, 1 point per hit

Description: The shooter will start port arms, mag in bolt back. At the beep the shooter will engage target 3 from the first firing point with 3 rounds hit or miss. The shooter will then transition to the second firing point and engage target 2 with 3 rounds hit or miss. The shooter will then transition to the third firing point and engage target 1 with 4 rounds hit or miss.

Equipment: Any, all equipment will be in hand at start and carried throughout the stage to the finish

Notes: Target 1 _____

Target 2 _____

Target 3 _____

Score: _____

Precision Rifle Shooters of Idaho Test the Best Idaho Oktoberfest Championship NRL Match 2018 Match Sponsors



