



1. Treat all firearms, all the time, as if they are loaded.
2. Never point a firearm at anything you can't abide being damaged or destroyed.
3. Finger out of trigger guard until sights are on target.
4. Always clearly identify your target & what lies beyond.

Presented by



Burris

FIND WHAT MATTERS

Match Schedule & Info

Friday, April 22nd

- 7am -CSEC is open, public bays are available, just be sure to inform staff that you are there for the NRL Championship.
- 12pm-5pm -Early bird check-in.
- Swag/Info/Squadding/Social Gathering/Side Match
- Zero Range open & targets at distance for confirming dope

Saturday, April 23rd

- 7am -CSEC gate will be open.
- 7:30am -Mandatory safety briefing, match brief, & National Anthem.
 - Squads must carpool up to the LRP/Terrain park. 2 vehicles/UTV's max per squad.
- Depart to stages on LRP/Terrain Park
- 9:15am -Match begins after MD confirms **RANGE IS HOT!!!**
- Lunch will be provided. Keep shooting through lunch.
- All squads should shoot 10 stages by end of day 1. We finish when we finish.

Sunday, April 24th

- 7am -CSEC gates open
- 8:30am -all squads are on stages
- 9:15am -Match resumes after MD confirms **RANGE IS HOT!!!**
- 2:00pm-ish -All squads should be finished with all stages. Migrate back to main CSEC facility & gather as directed.
- 3:00pm-ish -Food is served. Scores tabulated & posted ASAP. Awards will start ASAP after 10 min arbitration.
- **Have a safe drive home.** Thank you for shooting with us & helping us enjoy a safe, efficient, & fun match.

Range Rules & Safety

1. **No loaded firearms off the firing line** at any time during the competition. Chamber flags are strongly recommended.
2. Always maintain muzzle control. Rifles shall be carried muzzle up or down, magazines REMOVED from the rifle. **Zero tolerance for FLAGGING.** No warnings. It'll just be an immediate match DQ.
3. All NRL rules apply re: Negligent Discharge (ND), Accidental Discharge/Mechanical Failure (AD).
4. No person, shooter, staff, or volunteer shall consume or be under the influence of alcohol or drugs during the match.
5. **No smoking or open flame up on the LRP.** Fire risk is just too great.
6. **NO ONE will touch another competitor's rifle or equipment** without permission. If someone is caught tampering w/ anyone's equipment they will be asked to leave. Period. End of story.
7. **NO COACHING.** This is an individual match, not a team event. We encourage competitors to discuss the COF, strategy, etc. prior to or after shooting, but no coaching competitors while they are shooting. The only exception to this rule will be for young guns.
8. **Cheating in any form lead to immediate DQ from competition.** We assure you, nothing about this match is worth your integrity.
9. **DO NOT ARGUE W/ SPOTTERS OR SCOREKEEPERS. *Respectfully*** address concerns with the Stage RO. If you disagree with Stage RO's ruling, ***respectfully*** request to speak with either Match Directors. All MD rulings are final.
10. COF movement will only be done w/ bolt open & back (safety on for semi-autos). If you close the bolt prior to being on target, you will be warned & asked to eject the chambered round before continuing. Further violations of blind/sky loading policy may result in a stage DQ.
11. **Have fun, be safe, & remember who you are.**
If you make a mistake, just own it, ...be the best example of sportsmanship & camaraderie that you can. Sometimes even the best of us just plain screw up. Regardless of how you shoot or where you place at this match, we promise that your Momma/Kids/Spouse ain't gonna love you any more or any less.



STAGE #1: Up Hill Battle

TARGET DISTANCES: +/- 573, 637, 721, 780, 830 yds (5 circles)

STARTING POSITION: Rifle & gear staged @ shooting position, mag in, bolt back.

DESCRIPTION: At start signal, shooter will move from designated starting point to firing position & engage targets near-to-far w/ 1 round each, hit-or-miss, & then reengage targets far-to-near, again w/ 1 round each, hit or miss.

Gear restrictions: None

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #2: IPSCs

TARGET DISTANCES: +/- 524, 544, 566 yds (3 IPSC targets)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will engage targets far-to-near w/ 2 rounds each, hit-or-miss. Shooter will then engage targets near-to-far w/ 1 round each, hit or miss.

Gear restrictions: None

MAX ROUNDS: 9 / **MAX POINTS:** 9

STAGE #3: The Mover

TARGET DISTANCES: +/- 530-ish (1 mover)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will choose a position on the fence & engage the mover. After 4 **IMPACTS**, shooter will move to another position on the fence & re-engage the mover. After 4 more **IMPACTS**, shooter will move to a final position & re-engage the mover with remaining rounds.

Gear restrictions: None

MAX ROUNDS: 12 / **MAX POINTS:** 12

STAGE #4: Yes Deer

TARGET DISTANCE: +/- 345, 443, 464, 441 yds (4 mule deer)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will take 1st position & engage targets from left-to-right w/ 1 round each. Shooter will then move to the 2nd position & re-engage targets, again left-to-right, w/ 1 round each.

Gear restrictions: None

MAX ROUNDS: 8 / **MAX POINTS:** 8

STAGE #5: These Circles are Jerks

TARGET DISTANCES: +/- 358, 526, 560 yds (3 Circles)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will take position & engage targets from right-to-left w/ 3 rounds each, hit or miss.

Gear restrictions: None

MAX ROUNDS: 9 / **MAX POINTS:** 9

STAGE #6: Mountain Lopes

TARGET DISTANCE: +/- 402, 545, 512, 768, 670 yds (5 Pronghorn busts)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage targets from right-to-left w/ 2 rounds each, hit or miss.

Gear restrictions: None

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #7: Get Along Little Doggie

TARGET DISTANCE: +/- 268, 365 yds (2 Prairie dogs)

STARTING POSITION: Port arms, mag in, bolt back, standing behind logs.

DESCRIPTION: At start signal, shooter selects any of the 6 designated positions on the logs & engages targets near-to-far w/ 1 round each, hit or miss. Shooter will then move to a different position on the logs & repeat. Repeat this process until all 6 positions have been used.

Gear restrictions: None

MAX ROUNDS: 12 / MAX POINTS: 12

STAGE #8: Three on the Tree

TARGET DISTANCES: +/- 440, 488 yds (2x 33% IPSC targets)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will choose a position on the tree & engage targets near-to-far w/ 2 rounds each, hit-or-miss. Shooter will then repeat this engagement from 2 additional unique positions on the tree.

Gear restrictions: None

MAX ROUNDS: 12 / MAX POINTS: 12

STAGE #9: The name is Sam, ...Sam Squatch

TARGET DISTANCES: +/- 473, 475 (2 Sasquatch targets)

STARTING POSITION: Port arms, magazine in, bolt back, all gear in hand.

DESCRIPTION: At start signal, the shooter will move to the designated rock & engage the targets from low-to-high w/ 1 round each, hit or miss. Shooter will then go prone & re-engage the targets from low-to-high w/ 2 rounds each, hit or miss. Shooter will then return to the designated rock & re-engage the targets from low-to-high w/ 1 round each, hit or miss.

Gear restrictions: None

MAX ROUNDS: 8 / MAX POINTS: 8

STAGE #10: Movin' in Close

TARGET DISTANCES: +/- 294 yds (Mover)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand

DESCRIPTION: At start signal, shooter will choose a position from the rock piles & engage the mover w/ 2 rounds, hit-or-miss. The shooter will then change positions & re-engage the mover with 2 rounds, hit or miss. Repeat this cycle until 5 positions have been used. No position can be used more than once. (Each position must be at least +/- an arm's length from the previous position.)

Gear restrictions: None

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #11: Turkey shoot

TARGET DISTANCES: +/- 608 yds (1 turkey)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: At start signal, shooter will engage turkey w/ 2 rounds from 5 unique positions on the rocks.

Gear restrictions: None, but the weight of the rifle must be primarily supported by the rocks.

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #12: Goldi-Rocks & the 2 bears

TARGET/DISTANCE: +/- 612 yds (2 Mini Polar Bears)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage bear targets with 1 round each before moving positions. 1st position will be on left bumper. Then the 3 marked positions from the top rail in any order. Then return to the left bumper for final position.

Gear restrictions: None

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #13: Shiver me Timbers

TARGET/DISTANCE: +/- 551 yds (1 circle)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage target with 2 rounds from each of the 5 marked positions on the fallen tree. Positions may be used in any order, but no position can be used more than once.

Gear restrictions: None, but no gear can be used for primarily stabilizing the tree itself.

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #14: International Harvester

TARGET/DISTANCE: +/- 617, 668 yds (2 full IPSC targets)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage targets, right-to-left, w/ 2 rounds each, hit-or-miss, from the prone under the tractor. Then 3 rounds each, left-to-right, hit-or-miss, from any position **ON** the tractor of their choosing.

Gear restrictions: None

MAX ROUNDS: 10 / **MAX POINTS:** 10

STAGE #15: Ram-Stein

TARGET/DISTANCE: +/- 387, 405, 424 yds (Big Horn Sheep heads)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will go prone & engage targets near-to-far w/ 1 round each, hit-or-miss. Repeat 2 more times.

Gear restrictions: None

MAX ROUNDS: 9 / **MAX POINTS:** 9

STAGE #16: Around the Bush

TARGET/DISTANCE: +/- 470 yds (10" Circle)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage target w/ 2 rounds from the rock on the right side of the bush, then 3 rounds prone from the left side, then 3 rounds from the rock on the right side again. Finally finish with 2 rounds prone.

Gear restrictions: None

MAX ROUNDS: 10 / MAX POINTS: 10

STAGE #17: Aim Small Miss Small

TARGET/DISTANCE: +/- 305, 348, 407, 459 yds (4 Circle paddles on orange T-posts)

STARTING POSITION: Port arms, mag in, bolt back, all gear in hand.

DESCRIPTION: Upon the start signal, shooter will engage each target near-to-far, hit-to-move. 2 pts max per target. Bonus points available if all 4 targets have been hit twice & shooter has live rounds remaining out of original 10 rounds. 1 bonus point possible per remaining round.

Gear restrictions: None

MAX ROUNDS: 10 / MAX TARGET POINTS: 8 / MAX BONUS POINTS: 2

STAGE #18: Diamonds Are Forever

TARGET/DISTANCE: +/- 1040, 1045, 1047, 1048 yds (4 Diamonds)

STARTING POSITION: Prone, in position on gun, mag in, bolt back.

DESCRIPTION: Upon the start signal, shooter will engage diamond targets from the prone, left-to-right, & then right-to-left. (1,2,3,4,4,3,2,1).

Stage winner prize: 1000 CCI 250 Magnum primers. Criteria: Highest score w/ fastest time.

Gear restrictions: None

MAX ROUNDS: 8 / MAX POINTS: 8

Notes:

Stage 1: _____

Stage 2: _____

Stage 3: _____

Stage 4: _____

Stage 5: _____

Stage 6: _____

Stage 7: _____

Stage 8: _____

Stage 9: _____

Stage 10: _____

Stage 11: _____

Stage 12: _____

Stage 13: _____

Stage 14: _____

Stage 15: _____

Stage 16: _____

Stage 17: _____

Stage 18: _____

Total: _____

