

RED BRUSH PRECISION RIFLE CHALLENGE



***OCTOBER 27, 2019
MATCH #3 OF 2019/2020 SERIES***

RANGE SAFETY

- **TREAT ALL GUNS AS IF THEY ARE LOADED**
- **NEVER LET A MUZZLE POINT AT ANYTHING YOU ARE NOT WILLING TO DESTROY**
- **KEEP YOUR FINGER OFF THE TRIGGER UNTIL YOUR SIGHTS ARE ON TARGET AND YOU HAVE MADE THE DECISION TO FIRE**
- **BE SURE OF YOUR TARGET AND WHAT IS BEYOND IT**

MATCH SPECIFIC SAFETY

- **COLD RANGE – NO HANDGUNS ON THE FIRING LINE**
- **BOLT OPEN ON ALL MOVEMENTS**
- **DO NOT CLOSE THE BOLT UNTIL YOU ARE IN POSITION, GUN POINTED DOWNRANGE, AND SIGHTS ON THE TARGET (NO SKY LOADING)**
- **GAS GUNS MUST PLACE WEAPON ON SAFE BEFORE MOVING AND CALL OUT AN AUDIBLE “SAFE” THAT THE RO CAN HEAR**
- **BOLT OPEN AND MAG OUT BEFORE RIFLE IS REMOVED FROM THE FIRING POSITION**

ACCIDENTAL DISCHARGE/NEGLIGENT DISCHARGE

AN ACCIDENTAL DISCHARGE WILL BE CLASSIFIED AS A DISCHARGE THAT IS DUE TO A MECHANICAL FAILURE OF THE RIFLE. AN A.D. WILL RESULT IN A STAGE DQ AND REMOVAL FROM THE MATCH UNTIL THE ISSUE CAN BE RESOLVED (AT DISCRETION OF THE MATCH DIRECTOR)

A NEGLIGENT DISCHARGE WILL BE CLASSIFIED AS A DISCHARGE THAT IS DUE TO SHOOTER ERROR OR UNSAFE HANDLING OF THE RIFLE. AN N.D. WILL RESULT IN AN IMMEDIATE MATCH DQ. THE SHOOTER AND THEIR GEAR ARE TO BE REMOVED FROM THE FIRING LINE IMMEDIATELY. ELIGIBILITY TO PARTICIPATE IN FUTURE EVENTS WILL BE AT THE DISCRETION OF THE MATCH DIRECTOR.

***USE OF TRIPODS AS REAR SUPPORT IS PROHIBITED AT ALL RED BRUSH PRC MATCHES**

STAGE 1 – Dog Town

Targets

25% POPPER @ 200 yds, PD's @ 300 yds, 350 yds, Poppers @ 425 yds, 500 yds

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, and upon command “engage” assume the prone position and engage prairie dogs/poppers from near to far (right to left) with 2 rounds each.

STAGE 2 – 500 YARD KYL RACK

Targets

500 yds-KYL RACK – ON TOP OF BERM

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, MAG OUT / BOLT OPEN, and upon command “engage” shooter will assume the prone position, insert mag, and engage the KYL rack on top of the 500 yard berm large to small, 2 times through, hit or miss move to the next target.

ALL RIFLES ARE TO BE POINTED DOWN WHEN APPROACHING OR LEAVING THIS STAGE

STAGE 3 – TUBIN’

Target

500 YARDS – 50% IPSC ON TOP OF BERM

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, MAG IN / BOLT OPEN, and upon command, “engage” the 50% IPSC with 2 rounds from prone left of the tube, 2 rounds from each of three positions on the tube, and 2 rounds from prone right of the tube, from left to right. ***Use of bags or other gear to impede the movement of the tube is not allowed.***

STAGE 4 – TANK TRAP TWINS

Target

450 yds – 10” SQUARE

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, and upon command “engage” 10” square, with 1 round from each of 8 marked positions on the tank traps, from left to right, then 2 rounds from the prone position right of the tank traps.

STAGE 5 – TIRES

Target

475 yds – 50% IPSC

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, and upon command “engage” 50% IPSC target with 2 rounds from each of 4 marked positions on the tires, from left to right, then 2 shots from the prone position right of the tires.

STAGE 6 – ROOFTOP

Targets

300 yds – BOBCAT

350 yds – COYOTE

425 yds – PIG

475 yds – DEER

508 yds - DEER

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, and upon command ascend the right side of the rooftop and engage targets with 1 rounds each, from near to far, then 1 round each from far to near.

STAGE 7 – K.I.M. (KEEP IN MEMORY)

Target

400 yards - K.I.M. Rack

Time – 1:30 10 ROUNDS

Shooter will start standing with rifle staged on tower deck, mag in, bolt back. Upon command “engage” shooter will draw a KIM order card and take as much time as they wish (while on the clock) to memorize the shooting order. Shooter will then hand the card to the spotting RO, assume the prone position, and engage each plate on the rack with 2 rounds, in the order represented on the order card. Once shooter begins engagement, he/she cannot look at the card again or be given any assistance as to which target to engage. Shooter may reference the “MASTER” card if target identification is an issue.

STAGE 8 – BARRICADE

Targets

385 yards – 10” CIRCLE

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, and upon command “engage” 10” circle with 2 rounds from each of 5 marked positions on the barricade from left to right.

STAGE 9 – PIGS IN A BARREL

Target

385 YARDS – PIG

Time – 1:45 10 ROUNDS

Shooter will start standing in start box with all gear in hand, MAG IN / BOLT OPEN, and upon command, “engage” the PIG target with 3 rounds from each of two barrels, and 4 rounds from the final barrel, in any order.

STAGE 10 – SPEED DRILL HOLD OVER

Target

300 YARDS – 25% POPPER

385 YARDS – PRAIRIE DOG

Time – 1:05 10 ROUNDS

Shooter will start standing in start box with rifle on the deck , magazine and all other gear in hand, and upon command “engage”, shooter will assume the prone position and engage targets with 1 round each starting with the 25% popper, alternating targets with each shot.

SHOOTER MAY NOT MAKE ANY SCOPE ADJUSTMENTS

DURING THE FIRST 9 ROUNDS.

TOTALS

STAGE 1 – DOG TOWN----- _____/10

STAGE 2 – 500 YARD KYL----- _____/10

STAGE 3 – TUBIN’----- _____/10

STAGE 4 – TANK TRAP TWINS----- _____/10

STAGE 5 – TIRES----- _____/10

STAGE 6 – ROOFTOP----- _____/10

STAGE 7 – KIM RACK----- _____/10

STAGE 8 – BARRICADE----- _____/10

STAGE 9 –BARRELS----- _____/10

STAGE 10 – SPEED DRILL----- _____/10

TOTAL----- _____/100