

North Star Rifle Club

Long Range Tactical Match

December 2, 2017

Schedule of events

- **0800 Check in begins - \$20 entry fee**
- 0830 Shooter / Safety briefing
- 0900 Match begins
- 1130 Lunch
- 1215 Resume match

Safety considerations

- Cold range, all firearms will be kept in a “safe” condition until on the firing line and given the command to load. (Magazines out, chamber flags are mandatory and will not be removed until instructed to do so by the range officer.)
- When handling firearms, muzzle will be pointed in a safe direction, down range or into the ground.
- “Sky loading” will not be allowed. The shooter will only close their bolt on a live round after they are on the glass and have acquired their target.
- During any stages that incorporate lateral movement, the movement will be from right to left, bolt handle up and back, gas guns on safe confirmed by RO and announced “safe” by the shooter.
- All targets are AR500 Steel. For this reason, **steel core, or armor piercing bullets are prohibited.** Additionally, there is a 3,150 fps velocity limitation

on ammunition used in the match. Any caliber rifle from .223 Rem to 300 Win mag is allowed for this match.

Range officer commands

- **Do you understand the course of fire** – shooter answers before proceeding
- **Load and make ready** – only done in static position
- **Standby** – event is about to go live
- **Engage** – begin event
- **Cease fire** – stop firing and make weapon safe
- **Unload make weapon safe** – remove magazine, empty chamber, bolt back, insert chamber flag, confirm with RO
- **Impact** – Hit scored on intended target
- **Wrong target and re engage (Misses will not be called)**

Approximate round count of 60-70 rounds.

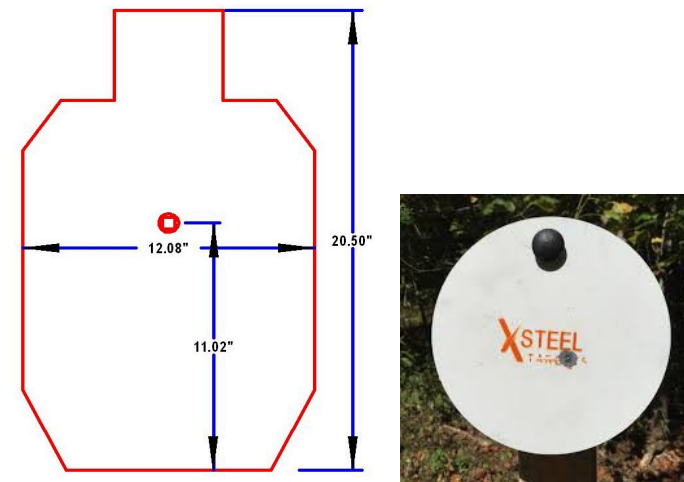
Note - Participants are responsible for bringing their own food and drink.

-If you plan on participating in the match, or have questions. Please email your first and last name to mjwills111@gmail.com this will speed up registration on the day of the match.

Stage 1

Up/Down - 200 Yard Line

Shooter will begin from low ready (muzzle down) with the bolt back and magazine inserted. Upon receiving the engage command, the shooter will have 90 Seconds to establish a prone position and engage the 8" round target with 2 rounds. Next, establish a position using the "A frame" target stand as a rest and engage the $\frac{2}{3}$ IPSC target with two rounds. Back to a prone position and engage the 8" round target with 2 rounds. Again, engage the $\frac{2}{3}$ IPSC with 2 rounds using the target stand as a rest. Finally, engage the 8" round target with 2 rounds from prone. 10 rounds, 10 points possible. Bags and slings may be used, no tripods.



Both targets are at 384 yards.

Stage 2

Spinning Target - 200 yard line

Shooter will begin from low ready with the bolt back and magazine inserted. 90 seconds and 10 rounds allowed to complete the stage. On the command to engage the shooter will engage the spinning target with as many rounds needed to make the target spin a full revolution. 1 point per hit on the spinner with a max of 5 points if the target does not spin. 5 points for making the target spin, any unfired rounds are worth one point each. Max 5 points earned on hits if the target does not spin. Target is placed at 3XX yards.



Distance to spinning target is 314 yards

Stage 3

Test your Limits - 200 yard line

Shooter will begin seated at the portable shooting bench. There are 5 targets in decreasing size on the TYL rack. The targets must be shot in order from largest to smallest. If you miss a target you will retain points earned, but must start over with the largest target working to smallest. The TYL rack is placed at 3xx Yards. Target values: largest to smallest - (.5, 1, 2, 3, 4) 10.5 points possible. 10 rounds, 90 seconds.



TYL Rack

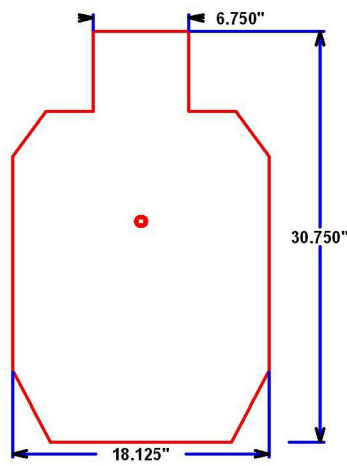
Distance to target rack is 304 Yards

Stage 4

Tank Trap - 600 yard line

Shooter will begin from low ready with the bolt back and magazine inserted. On the “engage” command, the shooter will begin on the right side of the tank trap, working to the left, and engage the called target with two rounds from each of the 5 designated shooting positions. 10 rounds, 90 seconds, 10 points possible. You are allowed to use bags, packs, slings, etc, to build a shooting position. Bipods must not touch the ground. No tripods. 1 point/Full IPSC

Approximate distance to the target is 7XX yards.



Distance to IPSC target is 782 Yards

Stage 5

Tie breaker, 600 yard line

Shooter will begin at low ready with the bolt back and magazine inserted. Upon the engage command the shooter move to a prone position and engage the 12" diamond targets from left to right with one round and then right to left with one round. This stage is for time, hit to move on, 10 rounds maximum, 2 minute time limit. 6 points are possible.



760 yards



752 yards



748 yards

Stage 6

VTAC Barricade - 600 yard line

Shooter will begin from standing, magazine inserted with the bolt back. Upon receiving the engage command, the shooter will have 90 seconds to approach the barricade and fire 2 rounds consecutively from the 4 designated locations on the barricade and two rounds through one of the cutouts, excluding the bottom row. The shooter must use the barricade as a rest. The rifle and bipod may not touch the ground. The available targets: 12" square - 2 points per hit; 30" gong - 1 point per hit. 20 points are possible



Distance to 30" gong 715 yards, 12" square 712 yards