

REVISED PAR TIMES

RIFLES ON THE RED

2017 PRECISION RIFLE CHALLENGE

RED RIVER WEST



CHALLENGE MATCH BOOK

APRIL 29-30, 2017

Shooter #: _____

Squad #: _____

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Rifles on the Red Participants,

First and foremost, THANK YOU for participating in Rifles on the Red. We at Red River West are proud to have you here.

Rifles on the Red is set up like and will be run similar to a PRS match. The stages are set up and permanent making for a more efficient match from both a time and organizational standpoint. Courses of fire range from basic to advanced. We have designed stages that are fun and challenging without being extreme in difficulty. We want everyone to come away feeling they have participated in a match that is rewarding as well as challenging.

The match is designed so that the only down time is walking from stage to stage and waiting to shoot a stage. The total distance walked day 1 is only 1.5 miles (comparable to an average day for a lot of people), and day 2 is a little less. (Walk only on the mown paths.)

Please shoot the stages as they are intended. Additionally, please be respectful of the RO's. Also, please review and know what the shooter order is. The RO will ask if you are ready and start your time immediately after the shooter before you exits the firing line. **You must be ready or your time starts.**

Please be on time for the Pre-Match briefing Saturday morning. **The front gates will be locked promptly at 8:00 AM and there will be no one allowed in after that.**

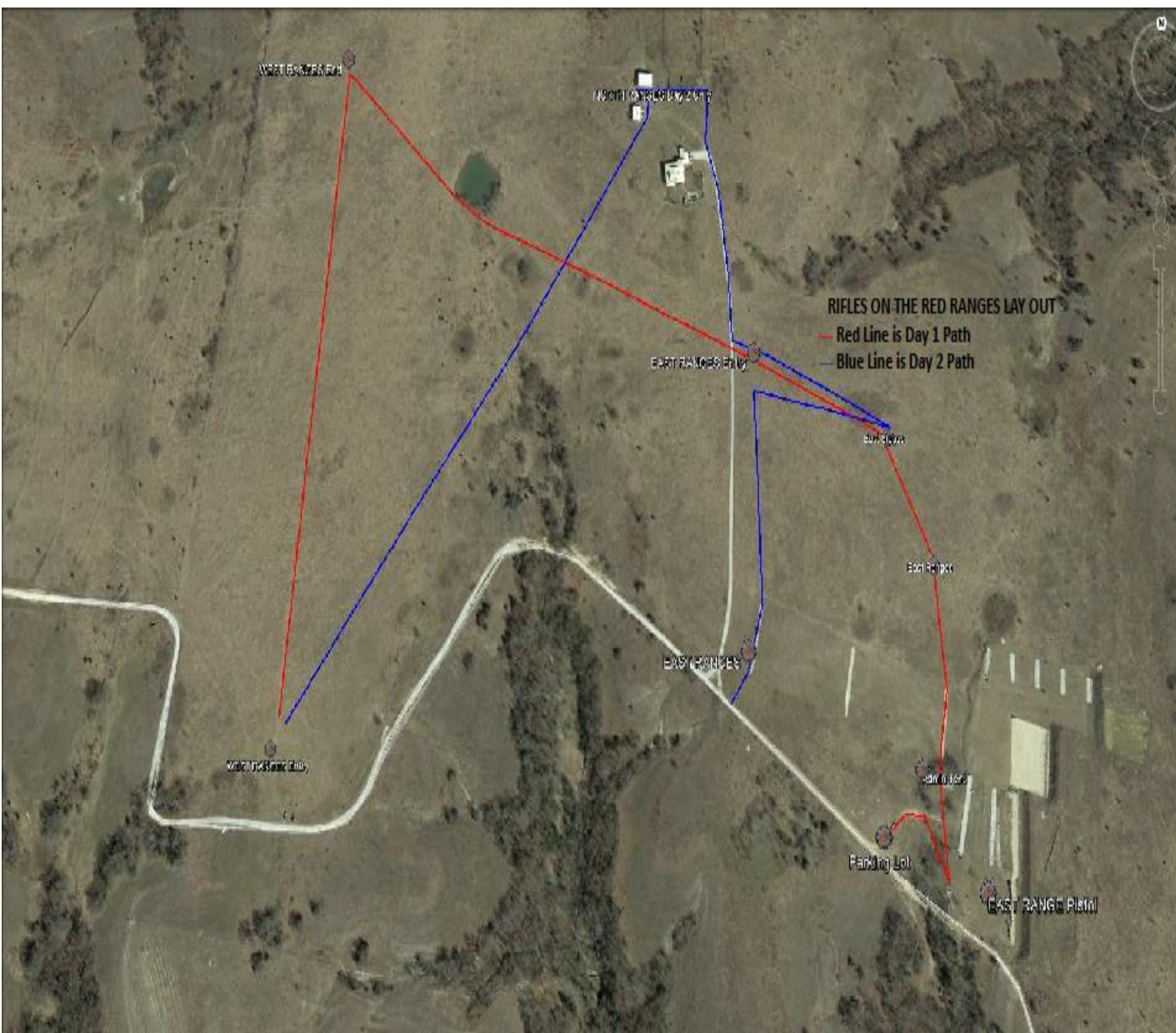
We ask that you police your trash and use the trash cans that are provided. Anyone caught littering will be asked to leave the range. If you see something that needs attending whether it's an overflowing trash can or a stage low on water, please let a staff member know.

Saturday, April 29, 2017

WHEN/WHAT	WHERE
0800 FRONT GATES ARE LOCKED	Red River West Entry
0815 Shooters Brief	Red River West Administration Tent
0845 Move to Stages	Red River West Administration Tent
0900 First Rounds Down Range	Ranch Ranges
1700 End of Day 1	Red River West Administration Tent

Sunday, April 30, 2017

WHEN/WHAT	WHERE
0800 FRONT GATES ARE LOCKED	Red River West Entry
0815 Shooters Brief	Red River West Administration Tent
0845 Move to Stages	Red River West Administration Tent
0900 First Rounds Down Range	Ranch Ranges
1600 End of Day 2	Red River West Administration Tent
1700 Awards Ceremony	Red River West Administration Tent



- Red Line is Day 1 Path
- Blue Line is Day 2 Path

RO COMMANDS

COMMON COF COMMANDS:

- DO YOU UNDERSTAND THE COURSE OF FIRE?
- LOAD AND MAKE READY/STAGE YOUR RIFLE.
- SHOOTER READY?/STAND BY
- ENGAGE
- IMPACT
- TIME OUT SHOOTER
- CEASE FIRE
- MAG OUT/BOLT TO THE REAR
- UNLOAD AND SHOW CLEAR

The following rules are designed to provide a safe shooting environment for all involved in the Precision Rifle Challenge and are not subject to discussion or debate. It is everyone's individual responsibility to read and fully understand the Safety Standards; ignorance is not an excuse for a safety violation.

GENERAL SAFETY RULES

- 1.1.1 Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon.
- 1.1.2 Do not point any weapon at anything you do not wish to destroy. This is considered "flagging" and will not be tolerated.
- 1.1.3 Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- 1.1.4 Know your target foreground, background, left and right. Be aware of your firearm and target.
- 1.1.5 The ROR will be run on a cold range. A COLD RANGE is defined as keeping firearms unloaded until it is the competitor's turn to shoot.
- 1.1.6 NO loading or unloading firearms off the firing line.
- 1.1.7 No firearms manipulations off the firing line (i.e., staging area, parking lot, tent, picnic table area, etc.)
- 1.1.8 No show and tell, loading or unloading in the parking area.
- 1.1.9 AMERICAN MADE BRASS CASE, COPPER JACKETED AMMO ONLY. NO STEEL CASE, ALUMINUM CASE, ARMOR PIERCING, (M855, green tip, SS109, tungsten penetrator, black tip, etc.), XM-193, TRACER, INCENDIARY, STEEL CORE OR COMMUNIST BLOCK AMMUNITION IS ALLOWED.
- 1.1.10 All ammo brought for use at our facility will be inspected. This is to ensure that all ammo is safe for use here and complies with our Ammo Restrictions policy. If ammo is found that does not comply, you will forfeit your entry and entry fees in the ROR and will be asked to leave **as well as the competitor being financially responsible for any damaged steel targets**. Again, this is for the safety of all persons at the range as well as for the protection of our property and targetry.
- 1.1.11 Any malfunction issue whether firearm, ammo, etc., MUST be taken immediately to a RO and handled ONLY in the presence and at the direction of the RO. A violation of this will result in a match DQ.

SAFETY SOP FOR THE CONDUCT OF THE MATCH

The following rules apply to all participants. They do not apply to a shooter who is actively shooting a COF.

- 1.4.1 While conducting any movement with a firearm, the participant will ensure all of their weapons are pointed in a safe direction at all times. **Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.** An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Match Director. If the MD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.
- 1.4.2 All participants will ensure all of their weapons are cleared with the magazine out and bolt open at all times. Gas guns, magazines out and bolt must be locked to the rear.
- 1.4.3 Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times.**
- 1.4.4 No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the competition. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
- 1.4.5 Safety Areas will be clearly marked with signs, or indicated by the Range Officers.
- 1.4.6 Upon arrival at a stage, shooter may either hold onto his rifle or, if placed on the ground, it must be placed in the Rifle Corral. If shooter holds onto his rifle or retains it slung, it must remain muzzle pointed straight down.
- 1.4.7 "RIFLE CORRAL" Upon arrival at each stage, participants will place their rifles in the designated "Rifle Corral Entrance", rifle pointed downrange with magazine out and bolt to the rear. Rifle is to remain there until time for the participant to move to the firing line or as directed by Stage RO. Upon completion by participant of COF, the rifle is to then be placed in the designated "Rifle Corral Exit" area until such time as the squad has completed the stage and is ready to move to the next stage.

SAFETY SOP FOR THE CONDUCT OF A COF

The following rules apply to shooters who are actively participating in a COF:

1.6.1 If there is no movement involved to the first firing point, upon Match Director (MD)'s stage design and discretion, rifles may be in a "Hot" status meaning a round in the chamber, magazine inserted, bolt closed, and weapon on "Safe". It is the shooter's and RO's responsibility to fully understand the COF and how to prepare their rifle prior to starting.

1.6.2 **All transitions and movements during a course of fire must be done with open bolts and an empty chamber.** An exception will be made for Semi-Automatic Rifles but only at the discretion and approval of the Match Director. If the MD does permit transitions and movements with a hot rifle, the weapon must be on safe; NO EXCEPTIONS.

1.6.3 The 180 degree rule (or less depending upon the stage) 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.

1.6.4 Negligent Discharges (ND's) are taken very seriously. A ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period.

1.6.5 Accidental Discharges (AD's) are also taken seriously. An AD is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the firearm to safe working order or, substitute for a firearm of the same type (i.e. bolt for bolt, semi for semi).

1.6.6 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

PENALTIES FOR SAFETY INFRACTIONS

The penalties listed below should be followed as closely as possible. However, MD may, when the situation warrants, at their discretion issue a more severe punishment than what is called for in the rules.

1.7.1 FLAGGING: First offense flagging will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.2 COLD RANGE: Anyone found violating the Cold Range rule will result in an immediate Match DQ.

1.7.3 Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition. Semi-Automatic Rifles are the only exception to policy that will be granted.

1.7.4 180 DEGREE RULE: Dependent on the severity of the infraction. First offense of violating the 180 degree rule will result in a warning. Second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the competition.

1.7.5 "Sky Bolting" – Sky bolting is not allowed and will result in a stage DQ. Sky bolting is defined as attempting to run the bolt in any position other than when the rifle is pointed directly downrange at designated target, i.e. when the rifle muzzle is pointed upwards.

1.7.6 NEGLIGENT DISCHARGE: A ND will result in an immediate Match DQ.

1.7.7 ACCIDENTAL DISCHARGE: An AD will result in a zero for the stage on which the incident occurred. Shooters will have an opportunity to repair their rifles and continue on with the competition but will receive no points for any stages they did not complete as mechanical failures are not grounds for a reshoot. If the incident was deemed grossly unsafe, such as an accidentally discharged round impacting outside the range fan, the MD may remove the shooter from the competition and issue a match DQ.

1.7.8 UNAUTHORIZED AMMO: Use of prohibited types of ammunition WILL result in a stage or match DQ as well as the competitor being financially responsible for any damaged steel targets.

RIFLES *N THE RED*



STAGE 1 – HAVE GUN, WILL TRAVEL

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 150 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 5

TARGET INDICATOR: Fluorescent PINK

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
PINK	800	18" x 23"	Classic IPSC (Body of Snowman)
PINK	700	18" x 23"	Classic IPSC (Body of Snowman)
PINK	600	18" x 23"	Classic IPSC (Body of Snowman)
PINK	500	18" x 23"	Classic IPSC (Body of Snowman)
PINK	400	18" x 23"	Classic IPSC (Body of Snowman)

COF: Start position is rifle is staged on the platform, mag out, bolt to the rear. Shooter will be prone behind the rifle but may not look through the scope until start. Upon start signal, shooter will load the rifle and engage the targets from FAR TO NEAR with two rounds per target. Hit or miss, shooter moves on.

STAGE 2 – WAGONS HO

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 195 sec

ALLOWED EQUIPMENT: Shooter's choice

OF TARGETS: 5

TARGET INDICATOR: BLUE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
BLUE	260	4"	Square
BLUE	357	6"	Square
BLUE	451	8"	Square
BLUE	539	10"	Square
BLUE	620	12"	Square

COF: Start standing at port arms, mag in, bolt to the rear. Upon start signal shooter will move to the barricade, load and engage targets 1-5 (near to far) with 1 round each from strong side. Hit or miss shooter moves on. Then shooter moves to #2 spot on the barricade and engage targets 1-5 (near to far) with 1 round each from support side. Hit or miss shooter moves on.

STAGE 3 – THE HANGIN’ TREE

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 210 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 5

TARGET INDICATOR: YELLOW

TARGETS AND DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
YELLOW	204	8" x 13"	IPSC
YELLOW	301	9" x 15"	IPSC
YELLOW	401	12" x 19"	IPSC
YELLOW	500	12" x 20"	IPSC
YELLOW	605	13 ½ x 22 ½"	IPSC

COF: Shooter will start standing port arms, mag in, bolt to the rear. Upon start signal, shooter will move to one of the 5 locations marked with yellow tape on the downed tree, load and begin engaging the targets from NEAR TO FAR with 2 rounds each and 2 rounds only per target per position. Shooter may choose both the tree location they start from and the order of locations which they shoot from. Hit or miss, shooter will move on.

STAGE 4 – FASTER THAN A SPEEDING BULLET

MYSTERY STAGE

WEST RANGE

TO BE DISCLOSED AT START OF DAY ONE

TARGET INDICATOR: RED

ROUND COUNT: 10

STAGE 5 – LOCK, STOCK TANK AND BARREL

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 180 sec

ALLOWED EQUIPMENT: Run what you brung

OF TARGETS: 5

TARGET INDICATOR: GREEN

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
GREEN	350	13 ½" X 17"	¾ Classic IPSC
GREEN	400	13 ½" X 17"	¾ Classic IPSC
GREEN	450	13 ½" X 17"	¾ Classic IPSC
GREEN	500	13 ½" X 17"	¾ Classic IPSC
GREEN	550	13 ½" X 17"	¾ Classic IPSC

COF: Start standing at port arms, mag in, bolt to the rear. Upon start signal, shooter will move to the first marked port on the barricade, load and engage targets NEAR TO FAR with one round per target. Hit or miss, shooter will move on. Once the shooter reaches the last target, the shooter will move to second marked port on the barricade and re-engage the targets from NEAR TO FAR with one round per target. Hit or miss, shooter will move on. ***This is a "No Dial" stage; hold overs only.***

STAGE 6 – HEAD 'EM UP, MOVE 'EM OUT

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 180 sec

ALLOWED EQUIPMENT: Run what you brung

OF TARGETS: 5

TARGET INDICATOR: WHITE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
WHITE	482	12" x 19"	2/3 IPSC
WHITE	533	18" x 23"	Classic IPSC (Body of Snowman)
WHITE	596	12" x 19"	2/3 IPSC
WHITE	641	18" x 23"	Classic IPSC (Body of Snowman)
WHITE	688	12" x 19"	2/3 IPSC

COF: Rifle will be staged muzzle pointing downrange, mag in, bolt to the rear. Upon start signal, shooter will go prone and engage targets NEAR TO FAR with 2 rounds on each target. Hit or miss, shooter will move on.

STAGE 7 – ‘DON’T SQUAT WITH YOUR SPURS ON!’

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 120 sec

ALLOWED EQUIPMENT: Run what you brung

OF TARGETS: 6

TARGET INDICATOR: Fluorescent ORANGE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
ORANGE	308	12"	Circles
ORANGE	308	10"	Circles
ORANGE	308	8"	Circles
ORANGE	308	6"	Circles
ORANGE	308	4"	Circles
ORANGE	308	3"	Circles

COF: Rifle will be staged muzzle pointing downrange, mag in, bolt to the rear. Shooter will be prone behind the rifle but may not look through the scope until start. Upon start signal, shooter will engage targets in order LARGE TO SMALL. Shooter must hit to move on. Shooter may use any remaining rounds on smallest target.

STAGE 8 –SADDLE UP YOUR HOG

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 150 sec

ALLOWED EQUIPMENT: One bag – shooter’s choice

OF TARGETS: 5

TARGET INDICATOR: GREEN

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
GREEN	162	3"	Circles
GREEN	202	4"	Circles
GREEN	238	6"	Circles
GREEN	269	8"	Circles
GREEN	306	10"	Circles

COF: Rifle will be staged on the tripod, muzzle pointed downrange, mag in, bolt to the rear. Shooter will be behind the rifle but may not look through the scope until start. Upon start signal, shooter will engage targets from the tripod, NEAR TO FAR with two rounds per target. Hit or miss, shooter will move on.

STAGE 9 – CROSS FIRE

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 150 sec

ALLOWED EQUIPMENT: Shooter's choice

OF TARGETS: 5

TARGET INDICATOR: WHITE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
WHITE	148	6" x 12"	Colt Speed Plate
WHITE	196	6" x 12"	Colt Speed Plate
WHITE	228	6" x 12"	Colt Speed Plate
WHITE	255	6" x 12"	Colt Speed Plate
WHITE	280	6" x 12"	Colt Speed Plate

COF: Start at port arms, mag in, bolt to the rear. Upon start signal, shooter will load and engage targets from STANDING position, NEAR TO FAR with one round per target. Hit or miss, shooter will move on. Once shooter reaches the last target, the shooter will re-engage the targets from the KNEELING position from NEAR TO FAR with one round per target.

STAGE 10 – LUCK OF THE DRAW

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 90 sec

ALLOWED EQUIPMENT: Shooter's choice

OF TARGETS: 3 playing cards (2 of diamonds, 3 of diamonds, 5 of diamonds) on 1 backer

TARGET INDICATOR: RED

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
RED	100	18" x 23"	Playing card

COF: Rifle is staged pointed downrange, mag in, bolt to the rear. Upon start signal, shooter will go prone. Shooter will load and engage targets from lowest to greatest value (2 of diamonds = 2 hits, 3 of diamonds = 3 hits, 5 of diamonds = 5 hits) on their assigned target. Bullet impact must touch the center set of diamonds to count. Hit or miss, shooter will move on.

STAGE 11 – BELLE STAR

EAST RANGE

PISTOL STAGE (RANGE GUN & AMMO PROVIDED)

MAX ROUNDS – 10

PAR TIME – 60 sec

ALLOWED EQUIPMENT: Shooter's choice

OF TARGETS: 5

TARGET INDICATOR: YELLOW

TARGETS:

STAGE MARKER	TARGET DISTANCE	TARGET STYLE
YELLOW	10	U.S. Popper
YELLOW	15	U.S. Popper
YELLOW	20	U.S. Popper
YELLOW	25	U.S. Popper
YELLOW	10	Texas Star

COF: Pistol will be staged on barrel, slide locked to the rear mag out. Upon start signal, shooter will pick up pistol from barrel, load magazine and charge pistol. Shooter will engage the U.S. Poppers, near to far, from standing. The popper must fall to move on. Shooter will then move to the Texas Star and first engage the activator plate until hit. Shooter will then engage the plates on the Star with remaining rounds, knocking them off. At end of course of fire, shooter places pistol on the barrel MUZZLE POINTED DOWN RANGE, SLIDE STILL LOCKED TO THE REAR, EMPTY MAG IN AND STEPS BACK.

RIFLES *ON THE RED*



STAGE 12 – SHOOT THE BREEZE

WEST RANGE

MAX ROUNDS – 10

PAR TIME – 150 sec

ALLOWED EQUIPMENT: Run what you brung

OF TARGETS: 5

TARGET INDICATOR: YELLOW

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
YELLOW	350	12" x 19"	2/3 IPSC
YELLOW	450	12" x 19"	2/3 IPSC
YELLOW	550	12" x 19"	2/3 IPSC
YELLOW	650	12" x 19"	2/3 IPSC
YELLOW	750	12" x 19"	2/3 IPSC

COF: Rifle is staged muzzle pointed downrange, mag in, bolt to the rear. Shooter is seated at bench and is behind rifle but may not look through scope until start. Upon start signal, shooter will engage the targets from NEAR TO FAR with two rounds per target. Hit or miss, shooter will move on.

STAGE 13 – I CAN SEE TEXAS FROM HERE

NORTH RANGE

MAX ROUNDS – 10

PAR TIME – 180 sec

ALLOWED EQUIPMENT: Shooter's choice

OF TARGETS: 5

TARGET INDICATOR: WHITE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
WHITE	850	12" x 19"	2/3 IPSC
WHITE	900	18" x 23"	IPSC (Body of Snowman)
WHITE	950	12" x 19"	2/3 IPSC
WHITE	1000	18" x 23"	IPSC (Body of Snowman)
WHITE	1050	12" x 19"	2/3 IPSC

COF: Rifle will be staged muzzle pointed downrange, mag in, bolt to the rear. Shooter will be behind the rifle but may not look through scope until start. Upon start signal, shooter will engage the targets from NEAR TO FAR with two rounds per target. Hit or miss, shooter moves on.

STAGE 14 – LOAD OUT

NORTH RANGE

MYSTERY STAGE

TARGET INDICATOR: Green

ROUND COUNT: 10

STAGE 15 – LIKE SHOOTIN' FISH IN A BARREL

EAST RANGE

KYL TARGETS

MAX ROUNDS – 10

PAR TIME – 180 sec

ALLOWED EQUIPMENT: Run what you brung

OF TARGETS: 6

TARGET INDICATOR: Fluorescent ORANGE

TARGETS & INDICATORS:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
ORANGE	308	12"	Circles
ORANGE	308	10"	Circles
ORANGE	308	8"	Circles
ORANGE	308	6"	Circles
ORANGE	308	4"	Circles

COF: Start position is port arms, mag in, bolt to the rear. Upon start signal, shooter will load and engage targets in order large to small with 2 rounds per target as follows:

Largest target 2 rounds STANDING,

Next smallest target 2 rounds KNEELING,

Next smallest target 2 rounds SITTING,

PERFORM MAG CHANGE,

Next smallest target 2 rounds PRONE,

Smallest target 2 rounds SHOOTER'S CHOICE.

STAGE 16 – GET THE LEAD OUT

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 150 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 5

TARGET INDICATOR: RED

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
RED	162	4"	Circles
RED	202	4"	Circles
RED	238	4"	Circles
RED	269	4"	Circles
RED	306	4"	Circles

COF: Start at port arms, mag in, bolt to the rear. Upon start signal, shooter will move to the first designated barricade port, load and engage targets, NEAR TO FAR, one round per target. Hit or miss, shooter will move on. Once the shooter reaches the last target, the shooter will re-engage the targets from the designated ports on barricade from NEAR TO FAR, one round per target.

STAGE 17 – COWBOY UP

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 90 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 5

TARGET INDICATOR: BLUE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
BLUE	337	7" x 12"	IPSC
BLUE	361	7" x 12"	IPSC
BLUE	385	7" x 12"	IPSC
BLUE	404	7" x 12"	IPSC
BLUE	426	7" x 12"	IPSC

COF: Start at port arms, mag out, bolt to the rear. Shooter climbs to the top the ladder. RO will then hand shooter their rifle. Upon start signal, shooter will load and engage targets from the designated position on the ladder, NEAR TO FAR, two rounds per target. Hit or miss, shooter will move on. Upon completion, shooter will remove the mag and lock the bolt to the rear then hand rifle to the RO. ***This is a "No Dial" stage; hold overs only.***

STAGE 18 – FIRE IN THE HOLE

EAST RANGE

MAX ROUNDS – 10

PAR TIME – 180 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 5

TARGET INDICATOR: YELLOW

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
YELLOW	300	18" x 26"	IPSC w 4" center hole
YELLOW	325	18" x 26"	IPSC w 4" center hole
YELLOW	350	18" x 26"	IPSC w 4" center hole
YELLOW	375	18" x 26"	IPSC w 4" center hole
YELLOW	419	18" x 26"	IPSC w 6" center hole

COF: Start at port arms, mag in, bolt to the rear. Upon start signal, shooter goes to the top of the roofline. Once in position, shooter will load and engage targets LEFT TO RIGHT, with two rounds per target. Hit or miss, shooter will move on. ONLY CENTER HITS COUNT.

STAGE 19 – TAKE YOUR BEST SHOT

EAST RANGE

MAX ROUNDS: 10

PAR TIME: 90 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 1 (mini popper) plus spinner

TARGET INDICATOR: Fluorescent ORANGE

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
ORANGE	360	4" X 14"	Mini Popper
ORANGE	360	10"	Spinner

COF: Rifle will be staged on the platform, muzzle pointed downrange, mag in, bolt to the rear. Shooter will be prone behind rifle but shooter may not look through scope until start. Upon start signal, shooter will load and engage spinner target to move it to expose the rear target (mini popper). Shooter will need to keep the spinner moving out of the way of the mini popper in order to engage the mini popper. ONLY HITS ON MINI POPPER TARGET COUNT.

STAGE 20 – GRAB THE BULL BY THE HORNS

EAST RANGE

PAPER STAGE W/BULLSEYE

MAX ROUNDS – 10

PAR TIME – 120 sec

ALLOWED EQUIPMENT: Run what you bring

OF TARGETS: 1

TARGET INDICATOR: Fluorescent PINK

TARGETS & DISTANCE:

STAGE MARKER	TARGET DISTANCE	TARGET SIZE	TARGET STYLE
PINK	318	18" x 23"	NRA 300 YD BULLSEYE

COF: Start position will be port arms, mag in, bolt to the rear. Upon start signal, shooter will move to a position on the stairs with his or her body and gear completely off of the ground, load and engage bullseye on assigned target with 5 rounds. Shooter will then move down to the prone position, and engage the same bullseye on assigned target with another 5 rounds. At no time can shooter's body or gear come in contact with the ground during the step portion of this COF.

STAGE 21 – BLOW THE BANK

EAST RANGE

TIE BREAKER ONLY

OF TARGETS: 1 per shooter

TARGET INDICATOR: Fluorescent WHITE

COF: Each shooter will have their own target. Shooting position will be standing, shooting off hand at 100 yards. First shooter to hit their target wins. Loser will be awarded the next lower spot in placing.

1	Have Gun, Will Travel	_____
2	Wagons Ho!	_____
3	The Hangin' Tree	_____
4	Faster Than a Speeding Bullet	_____
5	Lock, Stock Tank and Barrel	_____
6	Head 'Em Up, Move 'Em Out	_____
7	Don't Squat With Your Spurs On	_____
8	Saddle Up Your Hog	_____
9	Cross Fire	_____
10	Luck of the Draw	_____
11	Belle Star	_____
Day 1 Totals		_____

12	Shoot the Breeze	_____
13	I Can See Texas From Here	_____
14	Load Out	_____
15	Like Shootin' Fish in a Barrel	_____
16	Get the Lead Out	_____
17	Cowboy Up	_____
18	Fire in the Hole	_____
19	Take Your Best Shot	_____
20	Grab the Bull by the Horns	_____
TIE	BLOW THE BANK	_____
Day 2 Totals		_____

MATCH TOTAL	_____
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