

RED BRUSH PRECISION RIFLE CHALLENGE



2018/2019 Season Finale

Presented by:



June 15, 2019

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.

STAGE 1 – WOODCHUCKS

Shooter will start at the base of the tower stairs with all gear in hand, mag in, bolt back. Upon command, shooter will ascend the tower and move to prone position and engage 5 sets of ground hog / prairie dog targets, located between the wood cut offs, near to far, with 1 round each. Each set of targets MUST be engaged left to right. Hit or miss, shooter will move to the next target. Targets run somewhat with the “troop” line.

Time: 1 minute 45 seconds

Round Count: 10

Max. Points: 10

Targets:

<i>Woodchuck Pair 1</i>	246 yards
<i>Woodchuck Pair 2</i>	336 yards
<i>Woodchuck Pair 3</i>	452 yards
<i>Woodchuck Pair 4</i>	538 yards
<i>Woodchuck Pair 5</i>	617 yards



STAGE 2 – DIRTY VARMINTS

Shooter will begin in start block with all gear in hand, mag in, bolt back. Upon command shooter will approach the designated position on the truck and engage 5 sets of varmints, near to far, with 1 round each. Each set of targets MUST be engaged left to right. Hit or miss, shooter will move to the next target.

Time: 1 minute 45 seconds

Round Count: 10

Max. Points: 10

Targets:

33% Yote/Bobcat	228 yards
33% Yote/Bobcat	294 yards
33% Yote/Bobcat	422 yards
50% Yote/Bobcat	478 yards
50% Yote/Bobcat	500 yards



STAGE 3 – KIMs

Shooter will start standing with all gear in hand, mag in, bolt back. Upon command, shooter will move to BLUE marked position on the mooring board, 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 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.

Time: 1 minute 30 seconds

Round Count: 10

Max. Points: 10

Target:

KIM Rack (Blue)

400 yards



STAGE 4 – HAJI TOWN

Shooter will begin in start block with all gear in hand, mag in, bolt back. Upon command shooter will enter the HUMMVEE and assume the prone position and engage 3 sets of targets, near to far. Each set of targets MUST be engaged left to right. Hit or miss, shooter will move to the next target.

3 targets on Haji wall 1

3 targets on Haji wall 2

3 targets on Haji wall 3

Time: 1 minute 30 seconds

Round Count: 9

Max. Points: 9

Targets:

Haji Wall 1

357 yards

Haji Wall 2

472 yards

Haji Wall 3

495 yards



STAGE 5 – TIRES

Shooter will start standing with all gear in hand, mag in, bolt back. On command shooter will engage the 10" Square target at berm marked (Purple), with 2 rounds from 5 marked positions. Each tire is a position.

Time: 1 minute 45 seconds

Round Count: 10

Max. Points: 10

Target:

10" Square

396 yards

MK MACHINING

U.S. OPTICS



**ACCURATE
ORDNANCE™**

STAGE 6 – LOG JAM

Shooter will start on left side of jam with all gear in hand, mag in, bolt back. Upon command shooter will engage a target at the berm marked (Green) with 2 rounds from each of 5 designated positions, in order, on the jam.

Time: 1 minute 45 seconds

Round Count: 10

Max. Points: 10

Target:

12" Circle

538 yards



STAGE 7 – TROOPS/SQUARES

Shooter start standing with all gear in hand, mag in, bolt back. Upon command, shooter will move to the top of the RIGHT spool and engage the 5 IPSC targets near to far. Shooter will then move to the LEFT spool and engage the 5 square targets far to near.

Time: 1 minutes 45 seconds

Round Count: 10

Max. Points: 10

Targets:

Troops

25% IPSC	203 yards
40% IPSC	294 yards
40% IPSC	409 yards
40% IPSC	505 yards
40% IPSC	580 yards

Squares

6" SQ	207 yards
6" SQ	255 yards
6" SQ	307 yards
8" SQ	442 yards
10" SQ	580 yards



STAGE 8 – SIP21CHAOS

-Shooter will start standing with all gear in hand, mag in, bolt back. Upon command, shooter will ascend the stairs and assume the prone position, indicated by YELLOW, and engage the YELLOW indicated KYL rack with 5 rounds, left to right, hit or miss, move to next target.

-Shooter will move to “X” position, indicated by WHITE and engage WHITE indicated target with 2 rounds.

-Shooter will move to prone position, indicated by PINK, and engage PINK indicated spinner target with 6 rounds. 1 Low, 1 High, x3

-Shooter will move to railing, indicated by GREEN, and engage GREEN indicated target. 2 levels, 2 rounds each.

-Shooter will move to metal tower railing, indicated by WHITE, and engage WHITE indicated target. 2 levels, 2 rounds each.

Time: 3 minutes

Round Count: 21

Max. Points: 21

Targets:

KYL RACK (YELLOW)

417 yards

10” SQUARE (WHITE)

417 yards

SPINNER (PINK)

558 yards

12” CIRCLE (GREEN)

558 yards



STAGE 9 – MEAT BALLS

Shooter will begin outside cabin with all gear in hand, mag in, bolt back. Upon command, shooter will move to the window and engage large meat ball targets (left) near to far. Shooter will then engage the small meat ball targets (right) far to near.

Time: 2 minute

Round Count: 10

Max. Points: 10

Targets:

Set 1 4"RD / 3" RD

186 yards

Set 2 4"RD / 4" RD

270 yards

Set 3 6"RD / 4" RD

369 yards

Set 4 8"RD / 6" RD

396 yards

Set 5 10"RD / 6" RD

420 yards



STAGE 10 – 2 RACK TYL

Shooter will begin in start block with all gear in hand, mag in, bolt back. Upon command, shooter will drop prone on the mat and engage the first rack (Orange) from left to right with 1 round each. Hit or miss shooter will move to the next target. Once shooter engages all 5 targets on the first rack, shooter will engage second rack (Orange) in the same manner.

Time: 1 minute 45 seconds

Round Count: 10

Max. Points: 10

Targets:

Rack 1

480 yards

10"RD, 8"RD, 6"RD, 4"RD, 1.5"x6" Ruler

Rack 2

566 yards

10"SQ, 8"SQ, 6"SQ, 4"SQ, 2"x3" Credit Card



STAGE 11 – W.T.F.???

Shooter will start standing with all gear in hand, mag in, bolt back. On command shooter will engage the 1” target dot with 1 round. If it cuts it counts.

Time: UNTIMED

Round Count: 1

Max. Points: 1

Target:

1” Target Dot

??? yards



STAGE 12 – CENTER PUNCH

Shooter will assume the prone position and fire 1 round at the playing card labeled with his/her shooter number. Center WHITE square is worth 2 points, outer GRAY square is worth 1 point. If it cuts it counts.

Time: UNTIMED

Round Count: 1

Max. Points: 2

Target:

Playing Card

100 yards



**FORSTER
PRODUCTS**
Straight shooters



LEUPOLD

JCS



COMPOSITE STOCKS

TOTALS

STAGE 1 – WOODCHUCKS-----/10

STAGE 2 – VARMINTS-----/10

STAGE 3 – KIMs RACK-----/10

STAGE 4 – HAJI TOWN-----/9

STAGE 5 – TIRES-----/10

STAGE 6 – LOG JAM-----/10

STAGE 7 – TROOPS/SQUARES-----/10

STAGE 8 – SIP21CHAOS-----/21

STAGE 9 – MEATBALLS-----/10

STAGE 10 – 2 RACK TYL-----/10

STAGE 11 – WTF!!??-----/1

STAGE 12 – CENTER PUNCH-----/2

TOTAL-----/113