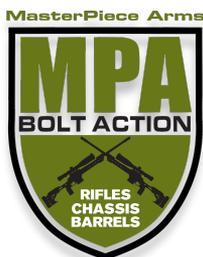


# WISCONSIN PRECISION RIFLE STEEL CHALLENGE

APRIL 13th 2019



2019 Season Sponsor



Hosted by:



## Partner Sponsors



### **Schedule:**

- 0800 - Sign-in begins / Zero Range goes Hot
- 0830 - Zero Range goes cold
- 0845 - Match Brief
- 0900 - Range goes hot and match begins
- 1630 - Range goes cold
- 1700 - Match results announced, Match concluded.

### **Safety (PRS Standards):**

Keep muzzles pointed in a safe direction at all times regardless of the status of the weapon. Do not point any weapon at anything you do not wish to destroy. This is considered “flagging” and will not be tolerated. Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.

#### The following rules do not apply to a shooter who is actively shooting a COF:

- While conducting any movement with a firearm at a PRS, the participant will ensure all of their weapons are pointed in a safe direction at all times.
  - All participants will ensure all of their weapons are cleared with the magazine out at all times.
  - Chamber flags or other Empty Chamber Indicator (ECI) will be utilized at all times and must be fully inserted into the chamber (not just the breach).
- No person shall consume or be under the influence of alcohol or faculty altering drugs such as common narcotics during the match. 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.

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

- ECI's will remain in the rifle until the RO gives the command of “Load and make ready.”
- If there is no movement involved to the first firing point, upon 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.
- 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; the weapon must be on safe and the shooter must give an audible “Safe” before moving; NO EXCEPTIONS.
- The 120 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction.
- Shooter must maintain positive control of a firearm during a stage (loaded or unloaded).
- Negligent/Accidental Discharges (AD/ND's) are taken very seriously at any PRS event. An AD/ND is defined as any round unintentionally discharged from a firearm. A competitor who causes an accidental discharge must be stopped by a Range Officer as soon as possible, and will result in a stage disqualification at a minimum, unless rifle malfunction can be proven. In such a case, shooter will be permitted to re-shoot the stage, if repair is made and rifle is made safe. **All stages must be shot using the same rifle; any exceptions must be approved by match director.**

## Partner Sponsors



### **Stage 1: Spinner**

**Location:** 600 yard line

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** Spinner @ 325yd, 14" diamond @ 575yd.

**Positions:** Prone

**Equipment:** No Restrictions

#### **Description:**

Shooter begins in prone on start line, magazine inserted, bolt back, all equipment in hand. At the command engage, shooter will engage spinner target bottom plate in attempt to spin target. Shooter will earn 5 points for spinning target. After 5 attempted shots, shooter MAY choose to engage 14" diamond @ 575 with 5 more shots, 1 point each. 10 total possible points.

Potential Points: 10

Score: \_\_\_\_\_

### **Stage 2: 3 x 3 x 3**

**Location:** 600 yard line

**Rd Count:** 9

**Time:** 90 seconds

**Targets:** 12" circle, 8" circle, 6" circle @ 500yd

**Positions:** Prone

**Equipment:** One three round magazine

#### **Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command "engage", shooter takes a prone position and engages three targets in order from largest to smallest. Upon expending three round magazine, shooter moves back to the barrel, retrieves three more rounds, and engages the targets again. This sequence is repeated twice, until a total of nine rounds have been expended.

Potential Points: 9

Score: \_\_\_\_\_

### **Stage 3: Test Your Limits**

**Location:** 600 yard line

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** TYL Rack @300yd

**Positions:** Prone

**Equipment:** No Restrictions

**Description:**

Shooter begins in prone on start line, magazine inserted, bolt back, all equipment in hand. At the command engage, shooter will engage large target to small target, one round each, move on after impact. Shooter banks 1 point per consecutive impact, if shooter misses, all points are erased and must begin with large target. Shooter may stop at any time or expend 10 rounds in attempt to complete stage.

Potential Points: 5

Score: \_\_\_\_\_

### **Stage 4: Strong Hand, Weak Hand**

**Location:** 600 yard line

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 60% IPSC @577yd

**Positions:** Two prone positions, separated by barricade

**Equipment:** No Restrictions

**Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command “engage”, shooter moves to the firing line and takes a prone position on either side of the barricade. Shooter will engage target with right or left hand with two rounds. Shooter then moves over the barricade to take a prone position using opposite hand and opposite eye, to engage target with two rounds. This process is continued until 10 rounds are expended, or time runs out. Care must be taken to not knock over divider, or shooter loses one point per incident, shooter must reset divider before proceeding if knocked over.

Potential Points: 10

Score: \_\_\_\_\_

### **Contributor Sponsors**



## **Stage 5: Barricade**

**Location:** 600 yard line

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 12" circle @477 yards

**Positions:** Prone

**Equipment:** No restrictions

### **Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command "engage", shooter chooses a position on barricade, engaging target with two rounds, then moving to another position, engaging target with two rounds again. This process continues until 10 rounds are expended or time expires. 5 different, unique positions must be utilized.

Potential Points: 10

Score: \_\_\_\_\_

## **Stage 6: Roof**

**Location:** 600 yard line

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 14" circle @410 yards

**Positions:** Varied

**Equipment:** No restrictions.

### **Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command "engage", shooter will engage target with 2 rounds from left side of roof, gun making contact to side of roof structure, supported only by shooter. Shooter to then move to resting gun on left side of roof, both feet on ground, engaging target with 2 rounds. Shooter then moves entirely on roof, engage with 2 rounds. Shooter then moves to right side, resting gun on right side of roof, both feet on ground. Shooter the moves to right side of roof, gun making contact to side of roof structure, supported only by shooter. 5 positions, 10 total rounds.

Potential Points: 10

Score: \_\_\_\_\_

Contributor Sponsors



**IMPACT**  
**PRECISION SHOOTING**

## **Stage 7: Dirt Pile**

**Location:** Ridge

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 10" circle @ 408yd x 5

**Positions:** Modified Prone

**Equipment:** No Restrictions

### **Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command "engage" shooter will take a modified prone position on dirt pile. Targets will be engaged, one round each, left to right. This firing order is repeated, for a total of ten rounds. Shooter will move to the next target regardless of hit or miss.

Potential Points: 10

Score: \_\_\_\_\_

## **Stage 8: Tire Pile**

**Location:** Ridge

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 100% IPSC, 66% IPSC @ 480yd

**Positions:** Five improvised positions

**Equipment:** No restrictions

### **Description:**

Shooter begins at start line, magazine inserted, bolt back, all equipment in hand. On command "engage", shooter will move to marked position, fire two rounds, one at large IPSC, one at small IPSC, from each of five marked positions on tires. Rifle MUST be primarily supported by the tires.

Potential Points: 10

Score: \_\_\_\_\_

## Stage 9: Ready, aim, FIRE!

**Location:** Ridge

**Rd Count:** 10

**Time:** 90 seconds

**Targets:** 10" square @ 360yd; 14" square @433yd; 16" square @515yd @ 20" square @602yd; 30" square @ 710yd

**Positions:** Fire truck supported

**Equipment:** No Restrictions

### **Description:**

Shooter begins at start line, magazine in rifle, bolt back, all equipment in hand. On command "engage", shooter will move to shooting position behind cab of fire truck. Targets are engaged in order of nearest to furthest, with two rounds each. Move on regardless hit or miss. Rifle must be supported by truck primarily.

Potential Points: 10

Score: \_\_\_\_\_

## Advocates



## WPRSC Member Sponsors



## WPRSC Demo Rifle Contributors

**Action:** Impact

**Barrel:** Bartlein 6.5mm, 1:8, M24 Contour

**Fit & Finish:** Bartlein Barrels

**Stock / Chassis:**

**Trigger:**

**Muzzle Brake:**

**Rail:**

**Rings:**

**Optic:**

**Bipod:**

**Magazine:**

**Ammunition:**

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