

North Star Rifle Club

Long Range Tactical Match

April 22, 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 80.

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

VTAC Barricade - 200 Yard Line

Shooter will begin from standing with rifle in patrol carry. Upon receiving the engage command, the shooter will have two minutes to approach the barricade and engage the called target with 2 rounds consecutively from the 4 designated locations on the barricade and two rounds through one of the cutouts of their choice. The shooter must use the barricade as a rest. The rifle and bipod may not touch the ground. The available targets are a 12" square (1 point per hit) or a 8" circle (2 points per hit). Both targets are at 3XX yards. 10 rounds, 20 points are possible on stage 1.



Actual target distances will be provided in the stage brief.

Stage 2

Standing, Kneeling, Sitting - 200 Yard line

The Shooter will have 2 minutes for the stage and begin in the standing position. On the command of “engage,” the shooter will engage the XSTEEL A-C Silhouette target with two rounds, move to a kneeling position and engage with two rounds, move to a sitting position and engage with two rounds. 6 rounds, 6 points possible. The distance to the target is 3XX yards.



Actual target distance will be provided in the stage brief.

Stage 3

Test your Limits, 200 yard line

Shooter will begin in the prone position. Upon receiving the engage command, the shooter will have two minutes and 10 rounds to engage the targets. 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 your way back up. The TYL rack is placed at 3x Yards. Target values: largest to smallest - (1, 2, 3, 4, 5) 15 points possible.



KYL Rack

Actual target distance will be provided in the stage brief.

Stage 4

Spinning Target, 200 yard line

Shooter will begin from the prone position and have 2 minutes and 10 rounds to complete the stage. On the command to engage the shooter will engage the 8" spring target with two rounds before engaging the spinner. With the remaining rounds, the shooter will engage the spinner with as many rounds needed to make the target spin a full revolution. 1 point per hit on the spring target, 1 point per hit on the spinner with a max of 3 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. Targets are placed at 3XX and 3XX yards.



Actual target distances will be provided in the stage brief.

Stage 5

Tank Trap, 300 yard line

Shooter will begin from standing. On the “engage” command, the shooter will begin on the right side of the tank trap, working to the left, and engage the 12” Square target with two rounds from each of the 5 designated shooting positions. 10 rounds, two minutes, 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.

Approximate distance to the target is 4XX yards.



Actual target distances will be provided in the stage brief.

Stage 6

Hog saddle/Tripod, 300 yard line

Shooter will begin in a standing position utilizing a Hog Saddle/tripod as a forward rest. On the “engage” command the shooter will engage the 3 XSTEEL A-C zone Silhouette targets with 2 rounds each. Working left to right and then right to left (1, 2, 3, 3, 2, 1). Bags slings, etc, may be used. Additional tripods or shooting sticks may **not** be used as a rear support. Shooters are encouraged to use their own gear. There will be a tripod with a Hog Saddle available for those who do not own one. Targets are placed at 4XX yards. 12 rounds, two minutes, 12 points possible.



Actual target distances will be provided in the stage brief.

Stage 7

600 yard line - R&R Racing Targets

Shooter will begin standing with the bolt back and a magazine inserted. On the “engage” command, the shooter will drop to a prone position on the ground and engage the right side 10” R&R racing target with 2 rounds. The shooter will then move to his left on a low elevated table engaging another two rounds on the center R&R target. The shooter will then move left again going prone and engaging the left R&R target weak hand. From the same position the shooter will engage the 12” square target with two rounds weak hand, two rounds strong hand. 10 rounds, 10 points possible, 2:00 minutes. Distances to the targets are 7XX yards.



Actual target distances will be given in the stage brief.

Stage 8

600 yard line Rooftop

There is an array of 3 XSTEEL A-C Zone Silhouette targets placed at 7XX Yards. The shooter will begin standing with the bolt back and magazine inserted. On the “engage” command the shooter will drop to a prone position on the ground and engage the right side target with two rounds. The shooter will then stand up and use the rooftop to establish the next 3 shooting positions. On the right side of the rooftop the shooter will establish a position with the right foot on the ground and the other on the rooftop and engage the right side target with 2 Rounds. Next the shooter will establish a position completely on the rooftop, neither of the shooter’s feet can be in contact with the ground and engage the center target with two rounds. Now the shooter will move to the left side of the rooftop and establish a position with the left foot on the ground and the other on the rooftop, engage the left target with two rounds. Finally drop to a prone position on the ground and engage the left target with two rounds, weak side. 10 Rounds, 2:00 minutes.



Actual target distances will be given in the stage brief.