



## KENTUCKY PRECISION RIMFIRE | September 19, 2020

MD: Ben Blevins

### Stage 1 - Tripod

**Round count:** 12

**Distance:** 100 3", 150 4", 200 5"

**Time:** 120 seconds

**Starting position:** Mag in, bolt open, rifle on tripod.

Upon start signal shooter will engage the 100 yard 3" plate with 3 rounds, then engage the 150 yard 4" plate with 3 rounds, then engage the 200 yard 5" plate with 3 rounds. Hit or miss.

The shooter can choose to either use a bag on top on the tripod or use the arca clamp on the tripod. Magazines larger than 10 rounds are allowed on this stage. This will be a timed stage for tie breakers.

### Stage 2 – Gangster Lean

**Round count:** 10

**Distance:** 75 6"

**Time:** 120 seconds

**Starting position:** standing rifle in hand, mag in action open, standing in start box.

Upon start signal shooter will take a position on top of the sawhorse with their rifle canted 90 degrees shooter will then engage the 6" plate at 75 yards with 10 rounds. The shooter rifle must remain at 90 degrees for all 10 shots.

### Stage 3 – Minute of Squirrel

**Round count:** 10

**Distance:** 100, 110, 115, 125, 130 (squirrel and acorn target at each distance)

**Time:** 120 seconds

**Start position:** Standing in start box, rifle in hand, mag in, action open.

Upon start signal shooter will move to position #1 on the tree and engage the squirrel at 100 yards then engage the acorn with one round each, shooter then transitions to position #2 on the tree and engage the 110 yard squirrel then the acorn with one round each. Shooter will continue that order for position #3 at 115 yards, position #4 at 125 yards and position #5 at 130 yards. (Squirrels are worth 10 points, acorns are worth 15 points. (Each position on tree will be numbered)

### Stage 4 – Tank Trap

**Round count:** 10

**Distance:** 100 4", 125 5", 150 6", 175 7", 200 8"

**Time:** 120 seconds

**Start position:** Shooter standing in start box, rifle in hand, mag in, action open Upon start signal shooter will take a position on the tip of the left leg and engage the 125 yard target with 2 rounds, then transition to the tip of the center leg and engage the 150 yard target with 2 rounds, Shooter will then transition the tip of the right leg and engage the 175 yard target with two rounds. The shooter will move back to the tip of the left leg and engage the 175 yard target with 2 rounds, then transition to the center of the tank trap and engage the 200 yard plate with 2 rounds.

### Stage 5 – Cat Toy

**Round count:** 10

**Distance:** 75 3", 100 3", 110 4", 115 4", 125 5"

**Time:** 120 seconds

**Start position:** Standing in start box, rifle in hand, mag in, action open, Upon start signal shooter will move to position #1 on the barricade and engage the 75 yard with 2 rounds, then move to position #2 and engage the 100 yard target with rounds, then position #3 and engage the 110 yard plate with 2 rounds. The shooter will then move to position #4 and engage the 115 yard plate with 2 rounds, then move to position #5 and engage the 125 yard target with 2 rounds.

## Stage 6 – Floating Platform

**Round count:** 10

**Distance:** 50 2", 60 2.5", 70 3", 75 3.5", 80 4"

**Time:** 120 seconds

**Starting position:** Shooter standing in start box, rifle and bag laying on platform, mag in hand Upon start signal shooter will take a prone position on the platform and engage the targets near to far with one round each, strong side. The shooter will then move to support side and engage the targets far to near with one shot each (The targets will be setup as, far left 50 yards, far right 60 yards, left of center 70 yards, right of center 75 yards, and 80 yard will be in the center).

## Stage 7 – Pile of Tires

**Round count:** 10

**Distance:** 98 3"

**Time:** 120 Seconds

**Starting position:** Shooter standing in start box, rifle and shooting gear (bags, tripod, etc.) in marked staging area, mag in hand.

Upon start signal shooter will collect rifle and shooting gear and insert the magazine. Shooter will then move to the marked position on the tires and engage the 98 yard target with rounds, then transition to the next marked position and engage the 98 yard target with 2 rounds, repeat for positions 3,4,5 (the positions will be shot left to right across the tires and each position will be marked).

## Stage 8 – Modified Prone

**Round count:** 10

**Distance:** 200 6"

**Time:** 120 seconds

**Starting position:** Shooter standing in start box, rifle resting on table, bag and magazine in hand.

Upon start signal shooter will take a modified prone position on top of the table and engage the 200 yard target with 10 rounds.

## Stage 9 – Long Range

**Rounds count:** 10

**Distance:** 250 10" gong, 300 12" square

**Time:** 120 seconds

**Starting position:** Shooter standing in start box, rifle in shooting position, mag in action open.

Upon start signal shooter will move to the rifle and engage the targets in the following order with one shot each.

300,250,300,250,300,250,300,250,300,250

## Stage 10 – Roof Top

**Round count:** 10

**Distance:** 100 6",5.5",5",4.5",4",3.5",3",2.5",2",1.5"

**Starting position:** Shooter standing in start box, rifle and gear in hand, mag in action open.

Upon start signal shooter will take a position on the top of the roof top and engage the 100 yard targets big to little. Must hit to advance to the next target.

## Stage 11 – Get A Move On

**Round count:** 12

**Distance:** 165 12" Diamond

**Starting position:** standing in start box, mag in, rifle and gear in hand Upon start signal shooter will take a position on the right tank trap and engage the 165 yard target with 3 rounds. Shooter must then move to a different position on that tank trap and reengage the 165 yard target with 3 rounds. Shooter will then take a position on the left tank trap and engage the 165 yard target with 3 rounds, then move to a different position on that tank trap and reengage the 165 yard target with 3 rounds. A magazine change is required, if the shooter has not done a magazine change by the time that time has expired all points will be lost.

## Stage 12 – Rock The Boat

**Round count:** 12

**Distance:** 100 4"

**Starting position:** Shooter, rifle and gear on top of boat, mag in, action open Upon start signal shooter will engage the far left 100 yard target with 2 rounds, then engage the far right 100 yard target with 2 rounds, then engage the center target with two rounds. Shooter will then repeat that order with 2 rounds each. The shooter and/or gear must remain on top of the boat, nothing can touch the ground. The boat must also stay balanced, it cannot be laid to one side (other shooters may help balance the boat while the shooter is taking position. Once time starts no other shooter can touch the boat).