

NRL22X RAILCHNAGER X

AT SOUTHTON HUNT CLUB

LOCALLY SPONSORED BY AREA 419

1. Final Match book with yardages and target sizes to be given on Match day, some target distances and sizes may differ from this Course of Fire.
2. All stages expect stage 7 will start with Magazine out, once on the Barricade the shooter may then insert mag. An extra 15 seconds was added to my preferred 90sec par time to accommodate for this.

Stage 1: **Alpha Brain**
Barricade: **2 Tank Traps**
Rounds: **12 and 12 points possible**
Time: **105 seconds**

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On the command the shooter will move to a tip on the left tank trap, insert magazine and engage T1-T3 (numbered left to right) in the targets sequence and order below.

<u>Order:</u>	<u>Sequence</u>
1) Tip on left tank trap	T1-T2-T3
2) Center brace of left tank trap	T3-T2-T1
3) Tip on Right tank trap	T1-T3-T2
4) Center brace of Right tank trap	T2-T3-T1

T1:	4" round	104 yards
T2:	4" round	119 yards
T3:	4" round	109 yards

Stage 2: **Rock Wall**
Barricade: **Log Piles**
Rounds: **12 and 12 points**
Time: **105 Seconds**

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move to the left log pile, insert magazine and engage T2-1 through T2-3 (Near to Far) with 2 rounds each, then move to the right log pile and re-engage the targets in the same order. The rifle must be supported by the top of the log on the dot or tape.

T1:	1"	24 yards
T2:	3"	87 yards
T3:	6"	107 yards

Stage 3: Roof Top – KYL
Barricade: Rooftop Simulator
Rounds: 12 and 12 points
Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move to the left side of the roof top, insert magazine and engage the 4 KYL targets **left to right** with 1 round each, the shooter will then move to the center of the roof top and repeat the target engagement order, the shooter will then move to the right side of the roof top and engage the targets in the same order. When shooting from the left or right side of the roof top both of the **shooters feet must be on the ground.**

T3: KYL 1" to 0.25" 55 yards

Stage 4: Allison wants a car
Barricade: Durango
Rounds: 10 and 10 points
Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move into position on the hood of the Durango, insert magazine and engage targets at T4-1 with **1 round each** and T4-2 with **2 rounds each** Near to Far & Big to Small. Hit or Miss move on. The shooter will then move into the rear seat of the Durango and from the passenger side window and engage the targets at T2 with **1 round each** and then T1 with **2 rounds each**. These will be Big to Small

Positions: hood, backseat passenger side.

T4-1: 1" & 1.5" 40 yards

T4-2: 2" & 2.5" 60 yards

Stage 5: You have to be kidding me!!
Barricade: Timber Beam Wall
Rounds: 15 and 12 points
Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will take position on the Timber beam wall, insert magazine and utilizing 1 of the 3 positions marked with orange tape and engage the Confirmation target at 92 yards then the shooter will engage the KYL rack from **Big to Small hit to move on**, between each hit on the KYL target the shooter will engage the confirmation target. After every two KLY targets that have been hit the shooter will move to a different level on the Timber beam wall marked with orange tape, a shooter can use a level twice but not consecutively. **Confirmation target is hit or miss. The KYL is hit to move on.**

Order: C1-KY1-C1-KY2-**Move**-C1-KY3-C1-KY4-**Move**-C1-KY5-C1-KY6

C1 Confirmation: 3" circle 92 yards

KYL: 6 targets 58 yards

Stage 6: Universal Exports

Barricade: Conex Ports

Rounds: 12 and 12 points

Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will engage T6-1 from the windows marked with blue tape from right to left, the first and last position will be the bottom windows which are shot from the prone position. Hit or Miss move on.

T6-1: 12" Circle 252 yards.

Stage 7: ELR

Barricade: Shooting Bench

Rounds: 12 and 10 points

Time: 105 seconds

Scenario:

Shooters will start rifle on shooting bench, with the magazine in and round chambered; shooter may not use the seat on the shooting bench. On command the shooter will engage Target T7-1 with 5 hits. Once 5 hits are made the shooter will engage T7-2 will all remaining rounds for a maximum of 5 hits. 12 rounds Max, 10 points Max.

T7-1: 16" Circle 304 yards

T7-2: 12x24" IPSC 404 yards

Stage 8: Try not to make a SPLASH

Barricade: Stacked Culvert Pipe

Rounds: 10 and 10 points

Time: 105 seconds (Timed for Tie Breaker)

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move to the black culvert pipes, insert magazine and engage T8-1 and T8-2 with 1 shot each from the 5 different culvert pipes.

T8-1: 4" Square 140 yards

T8-2: 8" Square 197 yards

Stage 9: Those aren't boulders their goonies.

Barricade: Boulders

Rounds: 12 and 12 points

Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will make movement to the left bolder and insert magazine, engage targets T9-1 and T9-2 with 2 rounds **FAR to NEAR**, from 3 positions on the rocks left to right. Firing point on all rocks are marked with blue paint.

T9-1: 6x10" IPSC 200 yards

T9-2: 8x12" IPSC 280 yards

Stage 10: Troop Line

Barricade: Blue Tubes

Rounds: 10 and 10 Points

Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On Command the shooter will engage T10-1 to T10-5 with 2 rounds each from order described below in 1-5. Hit or Miss after 2 rounds on a rung the shooter will move to the next rung and further target. Targets will be engaged **Near to far hit or miss move on.**

1. T10-1 120 yds 4" Top Run
2. T10-2 140 yds 6" Second Rung from Top
3. T10-3 160 yds 6" Third Rung from Top
4. T10-4 180 yds 8" Forth Rung from Top
5. T10-5 200 yds 8" Lowest Rung

Stage 11: You call this a Glamper?

Barricade: Camper

Rounds: 10 and 10 points

Time: 105 seconds

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move into the camper utilizing the far-left shooting position (Bed), insert magazine and shooting through the port engage T11-1 and 1A with 1 round each **Big to Small.** The shooter will then move to the remaining positions as described below. Engaging each target 1 time from each position.

Positions: Bed through port, Kitchen Window, 2 of center ports marked with tape, Driver side window.

T11-1 & 1A 10" and 6" 171 yards

Stage 12: **The Grassy Knoll**

Barricade: **Spool**

Rounds: **10 and 10 points**

Time: **105 seconds**

Scenario:

Shooters will start standing all gear in hand, magazine out, and bolt back. On command, the shooter will move into a position on the spool, insert magazine and engage targets T1 – T5 with 1 round each from **Left to Right, hit to move on**. After each target has been hit the shooter will re-engage them in reverse order from T5-T1. Any portion of the spool can be used as support as long as it is above the center axis of the spindle.

T12-1: 6x8" 167 yards

T12-2: 8x11" 189 yards

T12-3: 6x8" 156 yards

T12-4: 4x6" 135 yards

T12-5: 4x6" 94 yards