



Hosted by



CONCEALED CARRY OMAHA

and the

National Rifle League



Rules and Safety

Safety

At all times competitors must observe and follow the four rules of responsible firearms handling.

1. Assume all firearms are loaded and treat them as such.
2. Never cover anything with your muzzle that you are not willing to destroy.
3. Keep your finger off the trigger until your sights are on target and you've made a conscious decision to fire.
4. Know your target and what is beyond it.

The Carrying of Rifles

Rifles will be carried in a muzzle up or a muzzle down position.

Disqualifications

The following infractions will result in a Stage DQ:

- Sky Loading
- Transitions with closed or forward bolt for bolt action rifles
- Transitions without engaging and verbally indicating that the shooter has put the rifle on safety for semiautomatic rifles.

The following infractions will result in a Match DQ:

- Negligent Discharges
- Pointing a firearm at any part of your body or anybody else's body.
- Being found with any ammo inside of your rifles chamber or having a loaded magazine inside your rifle if you are not under the direct command of RO or range staff.

Chamber flags

Chamber flags will be in-use and required whenever you are off the clock. Chamber flags will be inserted into your actual chamber before you remove your rifle from the line.

Staging Rifles

There will be a designated area at each stage where competitors will be able to safely stage their rifles. Some stages have plenty of room and others are tight. On the stages with tight quarters, you will need to store your packs or other support items separately from your rifle.

Modifying of the property, props or shooting positions

Any competitor caught modifying an obstacle, shooting position, shooting prop or any other piece of this property will be **disqualified** from the match. Certain obstacles have been left in place to make shooting stages more difficult. These sticks, branches, or tall clumps of grass have been left in place on purpose to make you as the shooter use your brain to come up with the best shooting position possible. Changes to these obstructions will change the match for competitors coming behind you and will not be tolerated.

Re-shoot

Re-shoots will only be allowed if a cease fire is called while a shooter is on the clock or if the stage equipment (**not shooter equipment**) breaks, preventing the “on clock” shooter from completing the course of fire.

Targets Engaged Out of Order

Points will not be awarded for impacts made on the backup target so long as the primary target is operational neither will they be awarded for targets engaged out of order.

Stage 1 Rabbit Hunt

Target Type and Size – (2) Rabbits 4"x4"

Target Ranges – 48-125 yards

Gear Restrictions - None

Round Count – 12 rounds

max. Time Limit – 2:00

Total Points – 120

Stage Brief – This is a maximum 12 round, 120-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will engage targets with one round each from near to far from their choice of six of the available marked positions on the tree. The rifle support must be resting on the painted portions of the tree.

Distance	Elevation	Windage
A - 48		
B - 125		
	Score	



Stage 2 Struggle Bus

Target Type and Size – (2) 5” and 2” Circles

Target Ranges – 123 yards

Gear Restrictions – One bag

Round Count – 8 rounds max.

Time Limit – 2:00

Total Points – 80

Stage Brief – This is a maximum 8 round, 80-point stage. Shooter will start standing in the designated starting area at the front of the bus. The rifle will be held port of arms with magazine inserted an action open. Upon the start signal the shooter will assume a modified prone position on the hood of the buss and engage the targets in the order of big then small with 1 round each. The shooter will move to the driver’s window of the bus and engage the targets with 1 round each. The shooter will then continue in this fashion and engage the target with 1 round each from each of the remaining windows.

Distance	Elevation	Windage
C - 123		
	Score	



Stage 3 High Angle TYL

Target Type and Size – (2) TYL/KYL Racks 1", .75", .50", .25", 6", 5", 4", 3.5", 3" and 2.5"

Target Ranges – 22-40 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

This is a maximum 10 round, 100-point stage. Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the clock time starts. Upon the start signal the shooter will assume a prone, supported position and engage the close KYL from large to small with one round each hit or miss and then engage the far KYL from large to small with one round each.

Distance	Elevation	Windage
D - 22		
E - 40		
	Score	



Stage 4 Canyon Coon Hunt

Target Type and Size – (5) Racoons 4" x 10"

Target Ranges – 97-209 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Shooter will start standing port of arms mag in and action open. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
16 - 97		
17 - 129		
18 - 161		
19 - 191		
20 - 209		
	Score	



Stage 5 Hold or Dial?

Target Type and Size – (10) 2.5", 2.5", 3", 3", 3", 3", 3.5", 4", 4", 5", 5" Circles

Target Ranges – 47-150 yards

Gear Restrictions – One bag

Round Count – 10 rounds max.

Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the time starts. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 1 round each.

Distance	Elevation	Windage
1 – 47		
2 – 56		
3 – 88		
4 – 92		
5 – 99		
6 – 137		
7 – 136		
8 – 131		
9 – 135		
10 – 150		
	Score	



Stage 6 Target Hanging Solutions Spinner

Target Type and Size – (1) 3” Spinner

Target Ranges – 86 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 130

Stage Brief – This is a maximum 10 round, 130-point. Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the time starts. On a start command the shooter will assume a prone supported position and engage the spinner. Shooters will be awarded 10 points for every impact on the spinner and if the shooter is able to spin the spinner one full rotation, they will be awarded a maximum of 30 bonus points. Shooter will not be awarded more bonus points if they spin the spinner more than once.

Distance	Elevation	Windage
F – 86		
	Score	



Stage 7 Hidden Target

Target Type and Size – (1) 3” Spinner and (1) 4” Circle

Target Range – 92-94 yards

Gear Restrictions - None

Round Count – 10 rounds max.

Time Limit – 2:00

Total Points – 90

Stage Brief – This is a maximum 10 round, 90-point stage. Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the time starts. On a start command the shooter will assume a prone supported position and engage the spinner to bring the target that is hidden behind it into view. **Points will be awarded for every impact made on the hidden target. The spinner must be moving in order for points to count when impacts are made on the hidden target**

Distance	Elevation	Windage
G (Spinner) – 92		
G (Hidden Circle) – 94		
	Score	



Stage 8 Troop

Target Type and Size – (5) 2", 2.5", 3", 4", 5" Circles

Target Ranges – 125-226 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Shooter will start standing port of arms mag in and action open. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
11 – 125		
12 – 148		
13 – 178		
14 – 205		
15 – 226		
	Score	



Stage 9 IPSC's

Target Type and Size – (2) 4x6" (3) 50% IPSC's

Target Ranges – 137-350 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Shooter will start standing port of arms mag in and action open. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
31 – 137		
32 – 173		
33 – 243		
34 – 306		
35 – 350		
	Score	



Stage 10 Tank Traps

Target Type and Size – (1) 4" Circle

Target Ranges – 123 yards

Gear Restrictions – One Bag

Round Count – 10 rounds

Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will move to the first position and engage the target with two rounds from 5 of the marked locations on the tank trap. Please be conscious of the location of other shooters on other stages to avoid pointing your rifle in an unsafe direction.

Distance	Elevation	Windage
H – 123		
	Score	



Stage 11 Troop

Target Type and Size – (5) 2” Circles

Target Ranges – 71-150 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Shooter will start standing port of arms mag in and action open. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
46 – 71		
47 – 103		
48 – 121		
49 – 138		
50 – 150		
	Score	



Stage 12 Troop

Target Type and Size – (5) 3” Circles

Target Ranges – 67-172 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point stage.

Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the time starts. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
21 – 67		
22 – 101		
23 – 131		
24 – 146		
25 – 172		
	Score	



Stage 13 Positional Unsupported

Target Type and Size – (4) 6', 4.5", 3", and 2"

Target Ranges – 50 yards

Gear Restrictions – Sling Only

Round Count – 8 rounds

max. Time Limit – 2:00

Total Points – 80

Stage Brief – This is a maximum 10 round, 80-point stage. Shooter will start standing port of arms in the designated starting position with magazine inserted, action open. Upon the start signal the shooter will assume a standing unsupported position and engage the 6" target with two rounds. Then the shooter will take a kneeling unsupported position and engage the 4.5" target with two rounds. Next the shooter will assume a seated unsupported position and engage the 3" target with two rounds and finally they will get into a prone unsupported position and engage the 2" target with two rounds.

Distance	Elevation	Windage
3 – 50		
	Score	



Stage 14 Hog Panel

Target Type and Size – (1) 4" Circle

Target Ranges – 137 yards

Gear Restrictions – One Bag

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will move to the first selected opening marked with white paint and engage the target with 1 round each from 10 different slots in the hog panel.

Distance	Elevation	Windage
37 – 130		
	Score	



Stage 15 Cedar Stumps

Target Type and Size – (4) Circles 4", 3", 3" and 2"

Target Ranges – 119-120 yards

Gear Restrictions – One Bag

Round Count – 12 rounds

max. Time Limit – 2:00

Total Points – 120

Stage Brief – This is a maximum 12 round, 120-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will move to the first stump and engage the targets from left to right with 1 round each. The shooter will then repeat this process from the two remaining stumps.

Distance	Elevation	Windage
39 – 120		
40 – 119		
	Score	



Stage 16 Boulder Pile

Target Type and Size – (2) 3” Circles

Target Ranges – 93-110 yards

Gear Restrictions - None

Round Count – 12 rounds

max. Time Limit – 2:00

Total Points – 120

Stage Brief – This is a maximum 12 round, 120-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will engage targets with one round each from near to far from their choice of six separate boulders.

Distance	Elevation	Windage
24 – 93		
25 – 110		
	Score	



Stage 17 Dual KYL (Tie Breaker)

Target Type and Size – (2) TYL/KYL Racks 1", .75", .50", .25", 3", 2.5", 2", 1.5", 1" and .75"

Target Ranges – 25-105 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

This is a maximum 10 round, 100-point stage. Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the clock time starts. Upon the start signal the shooter will assume a prone, supported position and engage the close KYL from large to small with one round each hit or miss and then engage the far KYL from large to small with one round each. Once the shooter has engaged all 10 targets you will be required to tell the RO to stop the timer. Shooter will receive 0.10 bonus points for every second remaining.

Distance	Elevation	Windage
1 – 25		
2 – 105		
	Score/Time	



Stage 18 Tree

Target Type and Size – (2) 6” and 2” Circles

Target Ranges – 97 yards

Gear Restrictions – One bag

Round Count – 10 rounds max.

Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point stage.

Shooter will start standing in the designated starting area at the behind the tree. The rifle will be held port of arms with magazine inserted an action open. Upon the start signal the shooter will engage the targets in the order of big then small with 1 round each from their choice of five branches on the tree.

Distance	Elevation	Windage
36 – 97		
	Score	



Stage 19 Three Position Prone

Target Type and Size – (4) 3.5", 2.5", 2" and 1.5" Circles

Target Ranges – 112 yards

Gear Restrictions – One Bag

Round Count – 12 rounds

max. Time Limit – 2:00

Total Points – 120

Stage Brief – This is a maximum 12 round, 120-point stage.

Shooter will start standing port of arms in the designated starting position with magazine inserted, action open and all gear to be used on the stage in hand. Upon the start signal the shooter will move to the first position and engage the targets from large to small with one round each and then move to the second and third position and repeat this process. **It is possible to point your rifle at shooter on other stages if you are not careful. Sweeping other shooters will result in a match DQ.**

Make sure that you are transitioning with an open action if you are shooting a bolt action rifle or with your rifle on safety if you are shooting a semi-automatic rifle.

Distance	Elevation	Windage
38 - 112		
	Score	



Stage 20 Critters on the Trail

Target Type and Size – (5) Prairie Dogs 7" x 2.5"

Target Ranges – 101-151 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point. Shooter will start standing port of arms mag in and action open. Upon the start signal the shooter will assume a modified prone position and engage targets closest to furthest with 1 round each near to far strong side. Then the shooter will repeat this process support side. Support requires the shooters to use their non-dominant eye, shoulder, and trigger finger.

Distance	Elevation	Windage
26 – 101		
27 – 111		
28 – 120		
29 – 131		
30 – 151		
	Score	



Stage 21 Cross Canyon Cross Valley

Target Type and Size – (2) 1” Circles (1) 3” Circle (2) 50% IPSC’s

Target Ranges – 40-302 yards

Gear Restrictions - None

Round Count – 10 rounds

max. Time Limit – 2:00

Total Points – 100

Stage Brief – This is a maximum 10 round, 100-point stage.

Start position will be shooter standing in the designated starting area the rifle will be resting on a bag and bipod in the shooting position with the magazine inserted and action open. Shooters will not be allowed to obtain a sight picture until the time starts. Upon the start signal the shooter will assume a prone supported position and engage targets closest to furthest with 2 rounds each.

Distance	Elevation	Windage
41 – 40		
42 – 60		
43 – 106		
44 – 267		
45 – 302		
	Score	



Stage	Score	Possible
1		120
2		80
3		100
4		100
5		100
6		130
7		90
8		100
9		100
10		100
11		100
12		100
13		80
14		100
15		120
16		120
17		100
18		100
19		120
20		100
21		100
Total		2160