

VCGHC Precision Rifle Match, June 28, 2015

Shooter / Caliber	Cold Bore	KYL 100y	KYL 220y	Hostage 85Y	POI	Sit, Kneel, Stand	Battleship	Hostage 200Y	Under Bench	SC Move	Volusia Alley	Dirt Hill	LC Move	600 support	Ranging	Identify	Final Score
Scot Goettsch 6.5 / 284	3	3	6	3	0	6	2	3	0	9	10	8	4	6	3	6	72
Dan Webster 6.5 / 284	0	6	0	3	0	4	2	3	8	6	10	4	2	6	1	6	61
Jesse Cumberledge 308 WIN	0	1	3	3	-3	4	4	3	6	8	8	6	5	6	1	3	58
Mike LaRoe 260 Remington	0	0	0	0	3	4	6	3	4	4	6	2	3	9	4	1	49
Steve Memory 308 WIN	3	3	3	3	3	3	3	3	0	3	2	2	2	9	1	0	43
Bob Esposito 308 Win Semi auto	0	0	0	-3	0	5	0	2	6	6	4	2	0	6	0	0	28
Mark Rubin .223 Win	3	0	1	3	0	2	4	3	0	2	4	0	1	3	0	0	26

Course of Fire (COF) on page 2

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Course of Fire (COF)

These are general descriptions in random order. Maximum round count: 70 for entire match

The following will be run as “group fire” on the Short Range; all shooters will be shooting together:

- 1) **Cold Bore (CB)**: Distance 100y. 1 round, 3 points possible. 1 min prep, 30 sec par
 - 2) **Zero confirmation target**, 100y, maximum 3 rounds, 0 points, 1 min par
 - 3) **Hostage**, 85y, 1 round, +/- 3 points possible, start from standing > prone, 1 min prep, 30 sec par,
 - 4) **Know your limits (KYL)**, 100y, up to 5 rounds, 15 points possible, 1 min prep, 1 min par
 - 5) **Traditional sitting, kneeling and standing**, 85y, 6 rounds, 2 shots from each position, 6 points possible, 1 min prep, 1 min, 30 sec par
 - 6) **Know your limits (KYL)**, 220y, up to 6 rounds, 21 points possible, 1 min prep, 1 min par
 - 7) **You sunk my battleship**, 85y, up to 6 rounds, 12 points possible, 1 min prep, 1 min par
 - 8) **Bonus shot (POI*)**, Distance 85y, 1 round, 3 points possible, 1 min prep, 15 sec par
 - 9) **Hostage**, 200y, 1 round, +/- 3 points possible, start from standing > prone, 1 min prep, 20 sec par
 - 10) **Under Bench**, 320y, sitting, kneeling and weak side (shooter's choice to sit or kneel for weak side) supported under bench, 2 shots each position, 6 rounds, 12 points possible, 1 min prep, 1 min 30 sec par
- *NOTE: Bonus shot image was sent to only pre-registered shooters via email within 24 hours of the start of the match as an added incentive to pre-register.**

The following stage will be run one shooter at a time on the Short Range:

- 11) **SC Movement**, 10 rounds, 14 points possible.
Description: Maximum of 5 rounds in magazine to start. If any miss, move on. Shooter will start at base of Roof Simulator. On command, mount roof and engage steel target at 100y w/ 1 shot. Engage steel at 220y w/ 1 shot. Engage steel at 323y w/ 2 shots. Dismount roof and move to unsupported kneeling position. Engage steel at 100y w/ 1 shot. RELOAD. Move forward toward blue barrel, when there, engage steel at 100y berm w/ 2 shots from the standing position. Following the 2nd shot, w/action open (bolt guns) or on SAFE (Autos), transition to base of tree and go prone. Engage your torso target at 194y w/ 3 rounds total; 2 to the body, 1 to the head. Steel = 1 point, torso = 1 or 2, head = 2 or 3 points. 1 min prep, 1 min 45 sec par

The following stages will be run one shooter at a time (unless indicated otherwise) on the Long Range:

- 1) **600y tower Supported**, Ranges; 160y (B), 403y (D) supported under platform, 6 rounds, 9 points possible. Must hit Lrg target first then SM. 403y SM targets worth 2 pnts, 1 min prep, 1 min 30 sec par
- 2) **LC Movement**, 6 rounds, 7 points possible. Ranges; 294(D berm), 511(B berm), 282(D berm), 499(B berm), 268(D berm), 490 (B berm), 262(D berm). 2 shots from each position using available support; 1st shot at D berm, 2nd at B berm. Shooting positions; Palate A, Palate B, Corrugated tube; NOTE: **both** shots from corrugated tube are at **D** Berm, Lrg then SM, SM worth 2 pnts), 2 min par
- 3) **Dirt Hill**, 188y, 361y, 460y, 685y, Move from start position to top of dirt hill for support, 5 shots, 10 points possible (2 ea) **1 min, 30 sec**
- 4) **Volusia Alley (shot from 1000y tower)**, Ranges; 115y (supported on rail), 304y (supported on rail), 479y, 572y and 795y from prone, 8 rounds, 12 points possible. Start with closest, must hit target to move to next. One hit per scores 2 points. 1 min prep, 2 min 15 sec par
- 5) **Ranging**, from 1000y platform and covered area. 0 rounds, 9 points possible. Three 15"x20" targets placed at various locations on the range. While waiting their turn to shoot during the “Volusia Alley” and “LC Movement” stages, shooters will use scope reticle to range these same three targets (+/- 10 yard accuracy = 2 points each from 1000y tower, 1 point from covered area). **No LRF, phone camera ranging APP or the like permitted.** Actual ranges in yards: **291, 402, 534, 593, 705, 837**
- 6) **Identification**, from 1000 yard tower, while waiting their turn to shoot during the “Volusia Alley” stage, shooters will identify and map 10 separate items located in a defined area. Each accurately ID item is worth 1 point. **See photo below on Page 3. *NOTE: This image was sent to only pre-registered shooters via email within 24 hours of the start of the match as an added incentive to pre-register.**

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