

# VCGHC Precision Rifle Match, May 24, 2015

Shooter / Caliber	Cold Bore	KYL 100y	KYL 220y	Kneel and Sit	Battleship	Hostage 85y	Hostage 220y	POI bonus	SC Moving	Volusia Alley	Field Fire	1000y conf	600y chaos	Ranging	Final Score
Jesse Cumberledge 308 WIN	3	0	3	6	6	3	3	0	12	10	1	1	5	3	<b>56</b>
Craig Stewart 6.5 Creedmoor	3	3	1	10	12	0	2	0	4	10	2	4	4	0	<b>55</b>
Scot Goettsch 6.5 / 284	3	0	3	10	3	3	3	0	7	4	2	2	5	4	<b>49</b>
Steve Memory 308 WIN	3	6	6	10	8	-3	3	0	3	4	2	0	4	0	<b>46</b>
Bob Esposito 338 Lapua Mag	0	0	0	8	6	-3	3	0	4	4	0	6	1	5	<b>34</b>
Michael Schlack 308 WIN	0	6	0	10	4	0	3	3	8						<b>34</b>
Des Veitch 6.5 Grendel (AR15)	0	0	1	2	2	3	-3	3	2	4	0	2	1	3	<b>20</b>
Lincoln Salvador 308 WIN	3	0	0	6	2	-3	-3	0	4	4	0	1	0	1	<b>15</b>

Precision Rifle Match 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: 64, total points possible: 137

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**, maximum 3 rounds, 0 points, 1 min
  - 3) **Hostage**, 85y, 1 round, +/- 3 points possible. 1 min prep, 30 sec par, start from standing > prone
  - 4) **Know your limits (KYL)**, 100y, up to 5 rounds, 15 points possible, 1 min prep, 1 min par
  - 5) **Traditional sitting**, 85y, 3 rounds, 6 points possible, 1 min prep, 1 min par
  - 6) **Traditional kneeling**, 85y, 3 rounds, 6 points possible, 1 min prep, 1 min par
  - 7) **Know your limits (KYL)**, 220y, up to 6 rounds, 21 points possible, 1 min prep, 1 min par
  - 8) **You sunk my battleship**, 85y, up to 6 rounds, 12 points possible, 1 min prep, 1 min par
  - 9) **Bonus shot (POI\*)**, Distance 85y, 1 round, 3 points possible, 1 min prep, 15 sec par
  - 10) **Hostage**, 220y, 1 round, +/- 3 points possible. 1 min prep, 20 sec par
- \*NOTE: Bonus shot image attached to pre-registered shooter email as an added incentive to pre-register

The following stage will be run one shooter at a time on the short range:

- 11) **Movement stage**, 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 double deck platform. On command, climb stairs and engage Diamond at 98y w/ 1 shot from a supported position. Engage steel at 220y w/ 1 shot supported. Engage steel at 323y w/ 2 shots supported. Dismount top deck and move to position 2 to unsupported kneeling position. Engage **large steel** at 100y berm w/ 1 shot. RELOAD. Move forward to “stand here” sign and engage **large steel** at 100y berm w/ 2 shots from standing position (80 yard shot). Following 2<sup>nd</sup> shot, move 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, 2 min 30 sec par

Total possible round count for Short Range: 40. Total possible points for Short Range: 84

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

- 1) **600 yard tower Chaos**, Ranges; 155y rail supported, 390y & 605y prone, 6 rounds, 8 points possible. 2 diff value targets to choose at 605y. Med (1 pnt), SM (2 pnt), “Return” string must be shot from weak side. Magazine must be removed during strong > weak transition. 1 min prep, 1 min 30 sec par
- 2) **Field Fire**, 798y, 5 rounds, 10 points possible. Prone. 2 different value targets to choose – must call which; Med (1 pnt), SM (2 pnt), 1 min prep, 1 min par
- 3) **1000y tower Confidence**, 1000y, 5 rounds, 14 points possible. Prone. 4 different value targets, must start with biggest, must hit to move to medium, etc. Shooter cannot skip a target. If next target is missed, must move back to previous (larger) target and hit again. Target values; Lrg (1), Med (2), SM (3), XSM (4) 1 min prep, 1 min 15 sec par
- 4) **Volusia Alley**, Ranges; 115y, 227y, 568y, 798y, 1000y, 8 rounds, 12 points possible. Prone. 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 and 600y platforms. 0 rounds, 9 points possible. Three 15”x20” targets placed at various locations on the range. Shooters will use scope reticle to range these targets (+/- 10 yard accuracy = 2 points each from 1000y tower, 1 point from 600y tower) while waiting their turn to shoot during Long Course stages. No LRF permitted. Actual ranges in yards: 246, 363, 543, 622, 745 and 926.

Total possible round count for Long Range: 24. Total possible points for Long Range: 53