

# VCGHC Precision Rifle Match, November 22, 2015

Position	Shooter # / Name / Cal	210y Cold Bore	90y Hold Under	90y KYL	90y Bad Guy	90y Bonus POI	4 of a kind	SC Roof	SC platform steel	SC Move (sticks)	LC Volusia Alley	LC 1000y confidence	LC Field Fire	LC Dan's Rocks	LC 603y KYL	LC 405y Barricade	Match Total
1	1) David Sorge 308 Win	0	0	0	3	3	4	6	6	4	6	3.5	2	6	0.5	6	50
2	2) William Castleman 308 Win	0	3	3.5	3	0	4	6	4	6	6	0	2	2	0.5	1	41
3	3) Chris Neale 6.5CM	3	0	1.5	-3	0	3	8	4	2	4	0.5	7	4	0.5	6	40.5
4	10) Drew Tenney 260 Rem / <b>6.5 Grendel</b>	0	0	6.5	-3	-3	5	6	6	0	6	3.5	2	2	<b>0.5</b>	<b>8</b>	<b>39.5</b>
5	4) Mike LaRoe 260 Rem	0	0	1.5	3	-3	5	2	4	0	6	1.5	3	8	3.5	4	38.5
5	12) Steve Memory 308 Win	3	3	0	3	0	5	10	4	2	2	3.5	3	0	0	0	38.5
6	6) Craig Stewart 223 Rem	0	3	3.5	3	0	5	8	6	6	0	0	0	0	0	0	34.5
6	9) Pat Fracalvieri 308 Win	0	0	3.5	-3	-3	6	12	4	2	4	0	1	4	0	4	34.5
7	5) Milan Prastalo 308 Win Gasser	3	0	3.5	-3	-3	3	8	4	4	2	0	0	2	3.5	4	31
8	13) Ryan Forrest .223 Rem	0	0	0	-3	0	5	8	2	2	0	0	0	0	0	0	14
9	11) Jason Jones 308 Win Gasser	0	0	0	-3	0	3	4	2	2	0	0	2	0	0	0	10

# VCGHC Precision Rifle Match, November 22, 2015

## Course of Fire (COF)

These are general descriptions in **random** order. If every shot is made, Round count = 77

**SC stages will be “group fire”; all shooters will be shooting together unless indicated otherwise:**

- 1) **Cold Bore (CB):** Distance **210y**. 1 round, 3 points possible. 1 min prep, 30 sec par (**DO NOT ZERO TURRET AFTER SHOT**)
- 2) **Hold under shot,** Distance **90y**, 1 round, 3 points possible. 1 min prep, 20 sec par
- 3) **Zero confirmation target, 100y** maximum 3 rounds, 0 points, 1 min
- 4) **Know your limits (KYL), 90y**, up to 4 rounds, 6.5 points possible, 1 min prep, 1 min par
- 5) **Bad Guy, 90y**, 1 round, +/- 3 points possible. 1 min prep, 20 sec par
- 6) **Bonus shot, 90y**, 1 round, +/- 3 points possible. 1 min prep, 20 sec par (for-pre entered shooters)
- 7) **Four of a Kind (playing cards), 36, 90, 200, 300y**, 8 rounds, Shooter / spotter team (pairs TBA). **First phase:** Even #'d shooter of the pair shoots 4 rnds at their own targets while odd # shooter spots, 1 shot per distance – then roles reversed; Odd # shoots, even # spots. **NOTE: Scope adjustments are permitted only during First phase. Second phase:** The drill is repeated but scope adjustments are **NOT** permitted. Hit on card = 1 point. 1 min prep, 1 min par per shooter, per phase
- 8) **Roof stage**, 8 rounds, 16 points possible. Description: Start with max 5 rounds in magazine. If any miss, move on. Shooter will start at base of Roof simulator. On command, mount roof and engage white steel at **98y** w/ 1 shot. Engage white steel at **220y** w/ 2 shots. Engage white steel at **323y** w/ 2 shots. Dismount roof and move to barricade. Reload. Engage same targets in same sequence with 1 shot each distance; first standing (98y), then kneeling (220y) and then sitting (320y) Hit = 2 pnts. 1 min prep, 2 min par
- 9) **Raised platform stage**, 7 rounds, 15 points possible. Description: Maximum of 3 rounds in magazine to start. If any miss, move on. Shooter will start at base of stairs. On command, climb stairs and using the rail for support engage **yellow** steel at **98y, 220y, and 320y** w/ 1 shot each. Move to ground, reload with a maximum of 4 rounds and utilizing strap for support re-engage **yellow** steel at **98y, 220y, and 320y** w/ 1 shot each. As a bonus, shooters may go prone and re-engage their **CB target** for an additional 3 points. Steel = 2 point, Re-hit CB target = 3 points. 1 min prep, 2 min par
- 10) **Short Course Movement**, 6 rounds, 12 points possible. Description: Shooters will engage **orange** steel located at **320y** berm with 1 round fired from 6 different shooting positions. Hit = 2 pnts. 1 min prep, 1 min, 45 sec par

**LC stages will be run one shooter at a time unless indicated otherwise:**

- 11) **Volusia Alley from 1000y tower**, 8 rounds max, 10 points possible. No more than 2 shots per target. Ranges; **223y** (supported), **303y** (supported C berm), **448y** (supported or prone, optional), **568y** (prone D berm), **798y** (prone B berm), Start with closest, Hit = 2 pnts. 1 min prep, 2 min par
- 12) **1000y tower Confidence**, 1000y, 5 rounds, 10.5 points possible. Prone. 5 different value targets, must start with **RH Barn Door** and hit before moving to next target. Successive targets are TOP row L>R including “Vertical Rectangle”. Target values; Barn door, (.5) VRect (1), 16x16 (2), 12x12 (3) 7.5x11.5 (4) 1 min prep, 1 min par
- 13) **Field Fire, 568y**, 5 rounds, 15 points possible. From bed of truck next to 1000y tower shooting at “D” berm. 5 rounds from prone position. Shooter must call out target; 12”x 12” square (1 pnt) or 6” circle (3 pnt). 1 min prep, 1 min, 30 second par
- 14) **Dan’s Barricade, 304y (C berm), 451y (flag), 568y (D berm)** 6 rounds, 12 points possible. Shooter will engage targets *closest to furthest*, (1) shot per target from position 1, then move to position 2 and again engage *closest to furthest* (1) shot per target. Each hit worth 2 points. 1 min prep, 1 min, 30 sec par.
- 15) **603y KYL**, 8 rounds max, 10.5 points possible. Prone from 600y tower shooting at top RH row on **A Berm**; Start largest to smallest. Shooter must hit successive targets. If a miss, must start over from largest target. Target values; 16x16 (.5), 12x12 (1) 7.5x11.5 (2), 5x11.5 (3) 4x4 (4) 1 min prep, 1 min, 30 sec par
- 16) **400y Barricade**, 8 rounds, 16 possible points. Shoot 2 rounds from 3 different “top” positions and 1 window at 10”x16” steel at “B” berm. Each hit worth 2 points. 1 min prep, 1 min, 30 sec par.
- 17) **Possible Ranging\***, 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 = 1.5 points each. **No LRF or cameras.**