

**Hamburg
Precision
Rimfire Match
4-13-19**

Physical location:

Hamburg Rifle &

Pistol Club

149 Mountain Rd

Hamburg PA 19526

GPS N 40 31.379' W 76

06.642'

Rules highlights - *complete rules available online @*
<https://midatlanticrimfireseries.wordpress.com/rulebook/>

- Eye and ear protection is mandatory for EVERYONE.
- All events will be run on cold ranges.
- Rifles must be cased, secured muzzle up or muzzle down in a stable gun cart/caddy, carried or slung with the muzzle up or down.
- Detachable magazines must be removed and the **use of high-visibility empty chamber indicator (ECI) device is required.**
- A competitor who causes an accidental discharge will be stopped by a Range Officer as soon as possible and shall be disqualified. Examples of unsafe gun handling include:

- Allowing the muzzle of a firearm to break the 180 degree safety plane.
- Allowing the muzzle of a firearm to point at any part of the competitor's body during a course of fire (i.e. sweeping, muzzling, etc.).
- Any movement, including any barricade transition, must be done with the action open and an empty chamber.
- Semi-automatic rifle exception: The competitor must engage the safety and yell "SAFE" loud enough for the Range Officer to hear with ear protection.
- Failure of the competitor to follow previous two bullet points will result in the competitor returning to the previous position and complying with the rule.

Range Commands

“MAKE READY” (You may now load your firearm and assume the starting position.)

“ARE YOU READY?” (An affirmative nod or verbal “yes” will suffice.)

“STANDBY” (The timer will be activated in 1-5 seconds, signaling the start)

“BEEP” (The timer has started. Engage the targets until completed or the par time elapses. Reload safely as required.)

“IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR” (Remove the magazine, open the action to eject round, and allow the Range Officer to visually inspect that the chamber is empty. Insert the ECI.)

“RANGE IS CLEAR” (Shooting is finished, and scoring will commence. Reset targets as necessary.)

At any time, an RSO may issue the **“STOP or CEASE FIRE”** command in the event of a safety issue or hazardous situation. You should cease any actions (in effect FREEZE, DON'T MOVE), and await further instructions.

Misc Notes:

There are Outhouses in the woods across from the range. The Shartlesville Archery Clubhouse also has indoor bathrooms for use.

There are no make ups, mulligans, or redo's at this match. Failure to follow the stage briefing will result in the stage be scored "as shot".

There are no stage DQs. A DQ is for the entire match.

Rimfire rounds are notorious for getting stuck in the chamber, please insert the ECI into the chamber to ensure it is empty.

This match is eligible for MARS points. For more info go to:

www.midatlanticrimfireseries.com

I hope you enjoy shooting this match as much as I have enjoyed planning and putting it on the ground for you. Please take two minutes when the match is over to complete the questionnaire and turn it in with your paper scoresheet or complete the questionnaire online.

FOOD WILL BE AVAILABLE FOR PURCHASE!



Stage #1:	Eggs on the Deck
Max # of Rounds:	18
Max points:	15
Targets & Distance:	15 eggs, 30 to 50 yards
Time Limit:	90 seconds
Allowed Equipment:	Bipod or bag, rear bag.
Start Position:	<ul style="list-style-type: none"> -Standing at bottom of steps -Holding rifle with magazine inserted -Bolt Action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	Upon start signal, take shooting position of choice from stairs, deck or rail. No part of the body, rifle or equipment may be in contact with the ground. One point per egg.

Stage #2:	PRS Skills
Max # of Rounds:	10
Max points:	10
Targets & Distance:	3" & 5" plates, 50 yards
Time Limit:	90 seconds, Time recorded for tie breaker
Allowed Equipment:	Any
Start Position:	<ul style="list-style-type: none"> -Standing behind barricade -Holding rifle with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	<p>Upon start signal engage both targets with one hit each from the five different positions (steps) on barricade, including the top. Targets are hit or miss. THIS IS THE TIE BREAKER STAGE, RECORD TIME</p>

Stage #3:	Spooled up
Max # of Rounds:	10
Max points:	10,
Targets & Distance:	5", 4.5", 4", 3.5", 3", 2.5", 2", 1.5" plate rack, 50 yards
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	<ul style="list-style-type: none"> -Standing behind spool -Holding rifle with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	<p>Upon start signal take a position on spool and engage the eight plates from biggest to smallest. HIT TO MOVE.</p> <p>Once smallest target is hit if any of the ten maximum rounds remain shooter may reengage smallest target for additional points</p>

Stage #4:	Take Cover!
Max # of Rounds:	14
Max points:	12
Targets & Distance:	Diamond poppers, 45 to 55 yards
Time Limit:	90 seconds
Allowed Equipment:	Bipod/bag, rear bag
Start Position:	<ul style="list-style-type: none"> -Rifle staged on matt with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber -Shooter kneeling behind rifle -Rifle may be positioned but no sight pictures
Description:	<p>Upon start signal engage targets in any order from prone position through window. Muzzle must remain behind designated line through the entire COF. All rounds must be shot through window. One point per target, targets must react to score.</p>

Stage #5:	TYL and back
Max # of Rounds:	20
Max points:	16
Targets & Distance:	2" through 1/4", 50 yards
Time Limit:	90 seconds
Allowed Equipment:	Bipod/bag, rear bag
Start Position:	<ul style="list-style-type: none"> -Rifle on bench with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber -Shooter sitting behind rifle
Description:	<p>Upon start signal engage rack from biggest to smallest and then smallest to biggest. This is hit to move on and smallest target must be hit twice</p>

Stage #6:	Shooters choice
Max # of Rounds:	12
Max points:	12
Targets & Distance:	6" circle 100 yds, 8" circle 200 yds, 9"x12" at 250 yds
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	<ul style="list-style-type: none"> -Rifle staged either prone or bench (shooters choice) with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber -Shooter laying or sitting behind positioned rifle
Description:	<p>Upon start signal engage targets near to far with two rounds each Hit or Miss. Once six rounds are fired from first position shooter moves to second position. Second position is Hit to Move on and can be shot far to near or near to far, shooters choice.</p>

Stage #7:	Spooled down
Max # of Rounds:	16
Max points:	12
Targets & Distance:	5" circle 100 yds, 6" circle 175 yds, 8" circle 220 yds, 10" circle 230 yds, 9"x15" 280 yds, 8" circle 300 yds
Time Limit:	90 seconds
Allowed Equipment:	Front bag or bipod, rear bag
Start Position:	<ul style="list-style-type: none"> -Rifle on spool with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber -Shooter standing behind spool
Description:	<p>Upon start signal engage targets near to far with two hits each. Hit to Move</p> <p>Shooter, rifle or equipment may not be in contact with benches on the right or left sides of spool</p>

Stage #8:	Ramped up
Max # of Rounds:	10
Max points:	10
Targets & Distance:	9"x12" 200 yds, two 6" circles 170 yds, two 4" circles 100 yds
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	-Standing behind ramp holding rifle with magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	Upon start signal take a position on ramp and engage targets with two rounds each from far to near. Hit or Miss Shooter may not be in contact with the ground or anything other than ramp.

Match Director:

Aaron Sparrow

email: spraar@aol.com

cell: 484-634-1747

