

Rimfire Practical Match

4-28-19

Baltimore County Game & Fish Protective Association



Physical location:

BCGF
3400 Northwind Road
Parkville, MD 21234

Match Directors:

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Rules highlights (*complete rules available online*)

Eye and ear protection is mandatory for EVERYONE.

2.1 All events will be run on cold ranges.

2.3.1 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.

2.3.2 Detachable magazines must be removed and the **use of high-visibility empty chamber indicator (ECI) device is required.**

2.4 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:

2.5.4 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.5 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.).

2.6 Any movement, including any barricade transition, must be done with the action open and an empty chamber.

2.6.1 Semi-automatic rifle exception: The competitor must engage the safety and yell "SAFE" loud enough for the Range Officer to hear with ear protection.

2.6.2 Failure of the competitor to follow rule 2.6 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.)

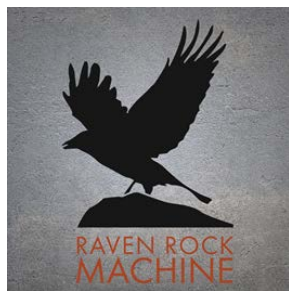
"RANGE IS CLEAR" (Shooting is finished, and scoring will commence. Reset targets as necessary.)

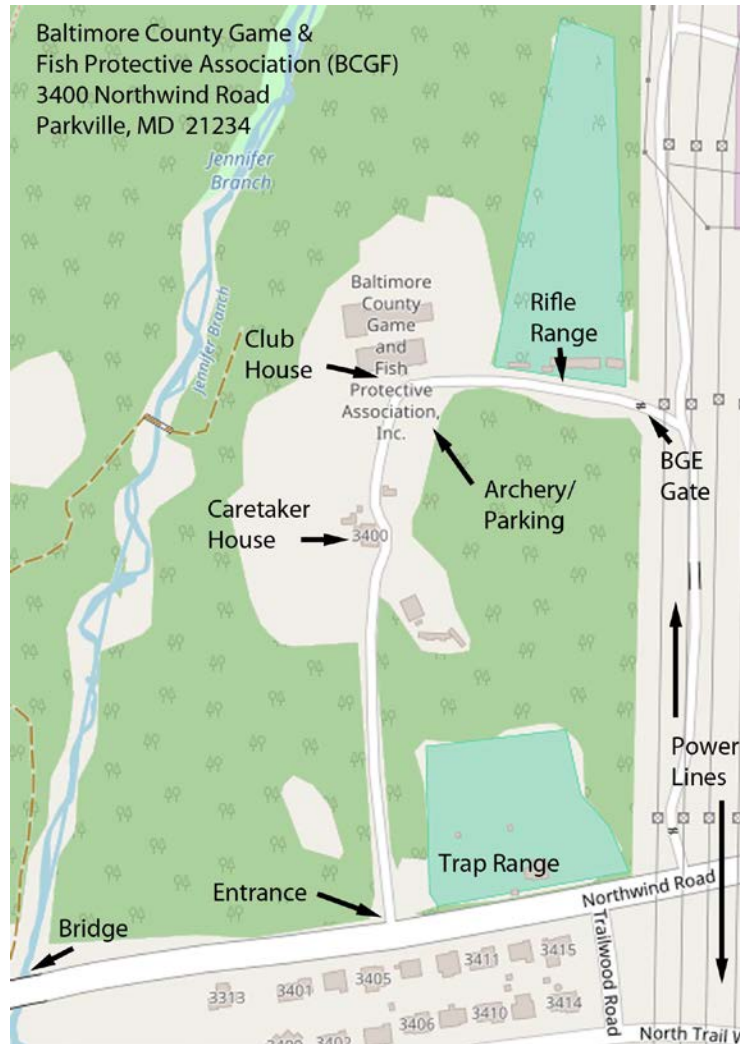
At any time, a RSO may issue the **"STOP"** command in the event of a safety issue or hazardous situation. You should cease any actions (in effect FREEZE, DON'T MOVE), and await further instructions.

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Misc Notes:

There is a Spot-a-Pot out in the parking lot directly in front of the gate.

There are no make ups or mulligans at this match. Failure to follow the stage briefing will result in the stage being scored “as shot”.

There is no such thing as a stage DQ. It is for the entire match.

We hope you enjoy shooting this match as much as we enjoyed planning and putting it on the ground for you. Please take two minutes when the match is over to let the Match Directors how they did, what you liked, disliked, etc.

Stage #1: Thru the Blue Hole
Location: Rifle range near Conex
Time limit: 90 seconds
Req # rounds: 14
Max # rounds: 14
Tgts and Dist.: Large TYL rack w/ seven targets from 5"- 2" @ 109 yds
All targets are WHITE
Points: 1 point per hit (14 pts max)
Allowed Equip: Any within rules
Start position: Standing and holding rifle, magazine inserted w/action open
Description: Upon start signal, engage the targets either thru the barrel or above it, from large to small, must hit to move. Then re-engage the targets from large to small from the second position. All rounds must pass either thru barrel or over it. Shooter has choice for order of positions.

Stage #2: Tank Trap PRS
Location: Rifle range near Conex
Time limit: 90 seconds
Req # rounds: 8
Max # rounds: 8
Tgts and Dist.: 4" @ 50 yds, 6" @ 100 yds
All targets are GREEN
Points: 1 point per hit (8 pts max)
Allowed Equip: Any within rules
Start position: Standing and holding rifle, magazine inserted w/action open
Description: Upon start signal engage each target with one hit each from each tip of the tank trap and then prone from between the legs. The two rounds per position are hit or miss.

****THIS STAGE WILL BE TIMED AS THE TIE BREAKER****

Stage #3: True KYL (Know Your Limits)
Location: Between Bullseye shed/Rifle range
Time limit: 90 seconds
Req # rounds: 8
Max # rounds: 8
Tgts and Dist.: 8 ea 2"->.25" KYL plates @ 50 yds
Points: 1 point per hit (8 pts max)
Allowed Equip: Any within rules
Start position: Standing and holding rifle, magazine inserted w/action open
Description: Upon start signal, drop to prone and engage KYL rack with one hit on each target from largest to smallest.

Stop yourself at YOUR maximum confidence level. A miss on any plate ends the engagement resulting in ZERO points. A hit on any plate out of order ends the engagement resulting in ZERO points. Competitor keeps points earned when stopping with no misses.

Stage #4: Silly Poppers
Location: Rifle range left
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: Diamond popper @ 50, 80, 107, 90, 70, and 37 yds
All targets are ORANGE
Points: 1 point per hit (12 pts max)
Allowed Equip: Any within rules
Start position: Standing and holding rifle, magazine inserted w/action open
Description: Upon start signal engage all six targets with two rounds each, hit or miss. Rifle must be in contact with the bat above the red line for all shots. Must engage targets in order from 1-6.

Stage #5: Corporate Ladder
Location: Rifle range center
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 4"x11" plates @ 50, 95, 141, and 181 yds
All targets are WHITE
Points: 1 point per hit (12 pts max)
Allowed Equip: Any within rules
Start position: Standing and holding rifle, magazine inserted w/action open
Description: Upon start signal engage each target from near to far using any rung of the ladder, must hit to move. After hitting each target, move to a different rung. Three different rungs must be used.

Stage #6: Spinning Turrets
Location: Rifle range right
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 4" @ 40yds, 4" @ 73 yds, 6" at 96 yds, 6" at 135 yds, 8" @ 166 yds, 12" @195 yds
All targets are GREEN
Points: 1 point per hit (12 pts max)
Allowed Equip: Any within rules
Start position: Standing holding rifle, magazine inserted w/action open
Description: Upon start signal engage all six targets from a single position with one round each, hit to move. Then change position and engage all six targets with one round each, hit to move. The two positions are thru the center of the tire and resting on top of the tire. Each position can only be used once. Shooter has choice for order of positions.

Stage #7: Really??
Location: 25 yd range
Time limit: 90 seconds
Req # rounds: 14
Max # rounds: 14
Tgts and Dist.: 7 ea 2"->.375" KYL plates @ 25 yds
Points: 1 point per hit (14 pts max)
Allowed Equip: None (no bags, slings, bipod, etc.)
Start position: Standing holding rifle, magazine inserted w/action open
Description: Upon start signal engage largest target until hit from standing offhand position. Then engage next smallest target until hit, etc. Must engage in order and must hit to move. After 7 rounds, perform mandatory reload, go prone and re-engage from largest to smallest, must hit to move.

Stage #8: Recycled Eggs
Location: 15 yd range
Time limit: 90 seconds
Req # rounds: 10
Max # rounds: 10
Tgts and Dist.: 10 ea. 2" eggs @ 15 yds
Points: 1 point per hit (10 pts max)
Allowed Equip: Any within rules
Start position: Standing behind line and holding rifle, magazine inserted w/action open
Description: Upon start signal engage five targets offhand strong side, and then five targets using support side. Five rounds from each. Targets must fall to score.