

Mayberry MARS Precision Rimfire Match

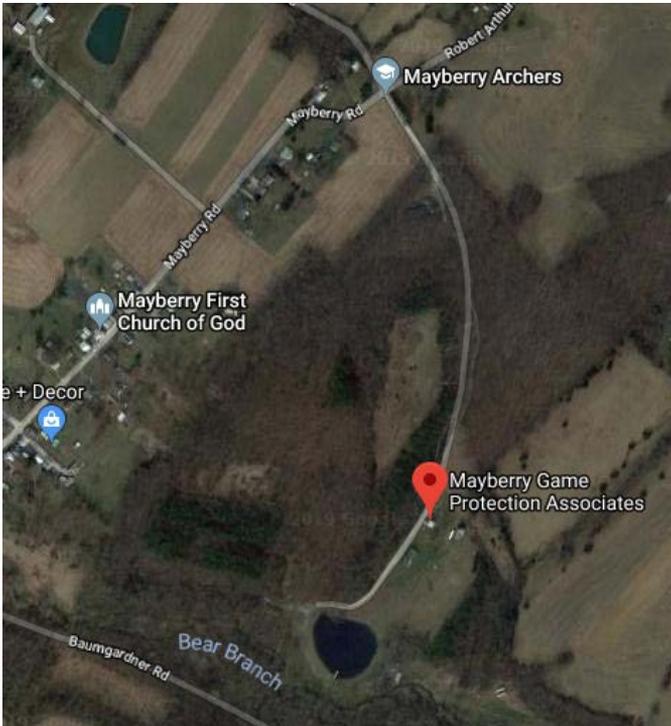
May 26, 2019

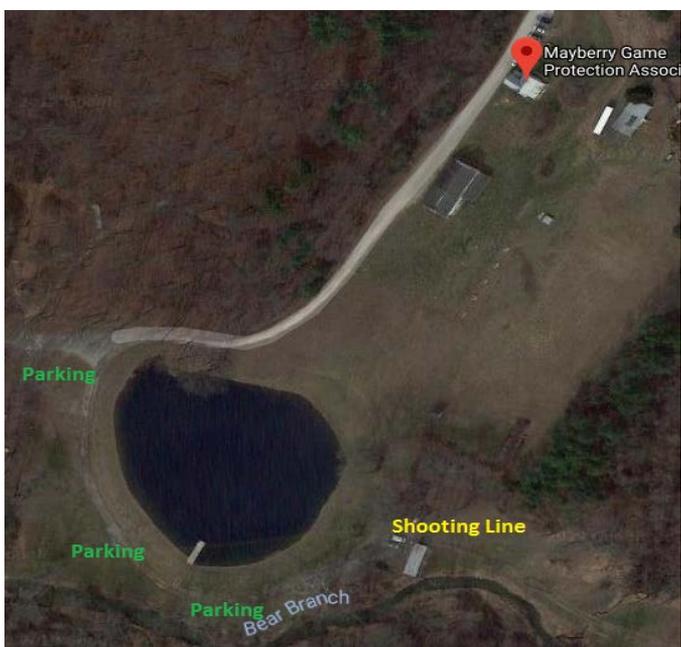


Mayberry Game Protective Association

**2555 Mayberry Rd, Westminster,
Maryland 21158**

*If your navigation can't locate the address, use
"Mayberry Archers" as your keyword.





Match Directors:

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MARS Rulebook

<https://midatlanticrimfireseries.files.wordpress.com/2019/02/mars-2019-rulebook.pdf>

Safety

ALWAYS treat firearms as if loaded at all times.

ALWAYS keep the gun pointed in a safe direction.

ALWAYS keep your finger off the trigger until ready to shoot.

ALWAYS keep the gun unloaded until ready to use.

ALWAYS know your target and what is behind it.

Rounds striking outside of target berm will result in a warning and if there are subsequent occurrences a disqualification.

Eye and hearing protection are mandatory.

Mayberry is a muzzle down only club.

Empty Chamber Indicators (ECI's) are mandatory.

No side arms will be permitted.

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

Everyone will be off of their rifle and ECI in place before anyone goes down range. Shooters will remain off of their rifles with ECI in place until all clear is given.

In the event of an emergency, one designated person will call 911 and meet first responders.

Coaching/Assistance - Shooters can request coaching/assistance if they agree to forfeit series points for the match.

Match Rules

When the shooter is called to the line, the shooter must be ready to shoot. Shooters will be given 5 minutes after each stage brief and 30 mins prior to the start of the match (0830-0900) to visit stages.

Unless otherwise indicated, all gear must be brought to the line in completely collapsed and carry configuration. Gear can only be deployed during shooting time.

Ready position:

- Bolt action rifles - bolt open and magazine inserted.
- Semi-auto rifles - bolt closed on an empty chamber and magazine inserted.

Safety while changing positions:

- Bolt action rifles - bolts must be back.
- Semi-auto rifles -the safety must be applied and 'SAFE' must verbalized by the shooter.

For each stage, and before leaving the line, it is the shooter's responsibility to verify their score with the RO/scorer. Any discrepancies will be addressed before the next shooter. If the discrepancy cannot be resolved, it will be escalated to a Match Director for a final decision. **There will be no adjustments to a shooter's score after leaving the stage.**

There are no re-do's!!!!

Range Commands

“SHOOTER # TO THE LINE” (Walk to the line with and empty rifle - bolt back, ECI inserted, magazine in hand and NOT loaded in weapon.)

“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. You may NOW chamber a round. Engage the targets until completed or the par time elapses. Reload and/or move safely as required.)

“IMPACT/HIT” (Only hits will be called. No coaching)

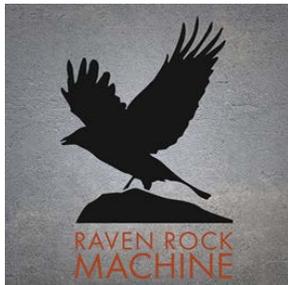
“IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR” (Remove the magazine, open the action to eject round, and allow the Range Officer to visually inspect that the chamber is empty. Insert the ECI.)

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

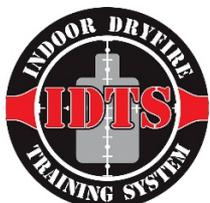
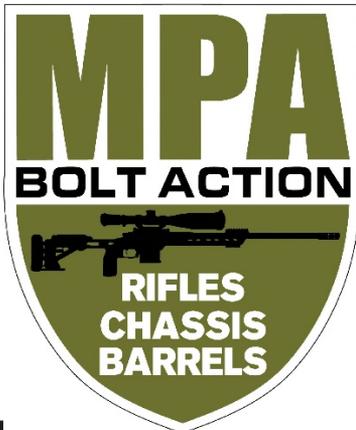
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Stage #1: **Standing**
Location: 25 Yard Pistol Range
Time limit: 60 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 1" Circle Swinging
Plates at 25 yards
Points: 1 point per hit
Allowed Equip: Slings only. No other
artificial support allowed.
Start position: Standing with rifle in
ready condition.
Description: Upon start signal,
engage each target once, hit or miss.
Engage array 3 times.

Stage #2: **No Prone**
Location: 25 Yard Pistol Range
Time limit: 60 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 3/4" Circle Swinging
Plates at 25 yards
Points: 1 point per hit
Allowed Equip: Any. No prone
allowed.
Start position: Standing with rifle in
ready condition.
Description: Upon start signal,
engage each target once, hit or miss.
Engage array 3 times.

Stage #3: **Anything Goes**
Location: 25 Yard Pistol Range
Time limit: 60 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 1/2" Circle Swinging
Plates at 25 yards
Points: 1 point per hit
Allowed Equip: Any
Start position: Standing with rifle in
ready condition.
Description: Upon start signal,
engage each target once, hit or miss.
Engage array 3 times.

Stage #4: **Ladder Spinner**
Location: 50 Yard Range
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: Unlimited
Tgts and Dist.: D-M Targets Spinner
at 50 yards
Points: 1 pt/hit; 5 pts/spin;
12 point MAX
Allowed Equip: Any, but must be
deployed from carry configuration. No
range benches allowed.
Start position: Standing with rifle in
ready condition.
Description: Upon start signal,
move to prop and engages spinner
through port in the barricade.
Nothing may touch the barricade.

Stage #5: On your face! KYL
Edition
Location: 50 Yard Range
Time limit: 60 seconds
Req # rounds:
Max # rounds: Unlimited
Tgts and Dist.: D-M Targets KYL rack
 (6 plates) at 50 yards
Points: 1 point per hit
Allowed Equip: Any
Start Position: Standing with rifle in
 ready condition.
Description: Upon start signal,
 engage KYL rack. Shooter's body must
be perpendicular to the target and the
rifle must be on its side. Unlimited
 rounds allowed for first hit. After first
 hit, KYL rules apply. Shooter can stop
 anytime. Any miss after first hit will
 result in a zero for the stage.

Stage #6: Run
Location: 50 Yard Range
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: Unlimited
Tgts and Dist.: Two 2" IPSC at 50 yards
Points: 1 point per hit
Allowed Equip: Any
Start position: Standing with rifle in ready condition.
Description: Upon start signal, move to either prop and engage each target once from 3 different positions. Must hit to move. After 6 hits, move to 2nd prop and repeat.

When moving, bolt must be open. Semi-autos must be on safe and an audible "SAFE" yelled to RO. Failure to follow above procedure will incur a stop by the RO and the shooter forced to return to previous step and complying with rule.

Stage #7: Rooftop
Location: Long Range Pavilion
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 12" Square at 300 yards, 10" round at 200 yards, 6" round at 150 yards
Points: 1 point per hit
Allowed Equip: Any but roof must support entire weight and all equipment must be on same side of roof as shooter.
Start position: Standing with rifle in ready condition.
Description: Upon start signal, move to roof and engage targets from near to far with one hit each. Must hit to move. Repeat until time or rounds run out.

Stage 8: 300
Location: Long Range Pavilion
Time limit: 60 seconds
Req # rounds: 12
Max # rounds: 12
Tgts and Dist.: 12" Square at 300 yards
Points: 1 point per hit
Allowed Equip: Any
Start position: Standing with rifle in ready condition.
Description: Upon start signal, engage target. Rifle must be supported by tank trap.

Stage 9: **Capt Phillips, Again...**
Location: Long Range Pavilion
Time limit: 90 seconds
Req # rounds: 12
Max # rounds: Unlimited
Tgts and Dist.: 3 Plates at 100 yards
Points: 1 point per hit
Allowed Equip: Any but shooter must be completely supported by freely swinging platform.
Start position: Standing next to prop with rifle in ready condition pre-staged on platform. No sight picture allowed.
Description: Upon start signal, climb onto boat simulator and engage 3 targets with 1 hit each. Must hit to move. Repeat until time or rounds run out.

