

**Burbank Rifle and Revolver Club  
Precision Rifle Competition  
March 26<sup>th</sup>, 2022**

**Results**

Place	First	Last	Points
1	Anthony	Grigorian	55
2	Geoffrey	Tyndall	54
3	Jose	Momongan	50
4	Jed	BurmahIn	43
5	George	Perdickes	43
6	Evin	Grant	39
7	Andy	Neff	37
8	Steve	Goldman	35
9	Nick	Brandler	34
10	Daniel	Waxman	30
11	Beamer	Hodge	28
12	Chuck	Amento	26
13	Jerome	Hernandez	26
14	John	Litzinger	24
15	Mark	Bower	23
16	Larry	Espinoza	23
17	Marc	Lasky	13

**COF**

**Stage 1 Know your limits paper**

(Also tie breaker)

Par time: 60 seconds

Round Count 5

Start standing MIBB

At beep drop down and engage your Target at 100ish. You can stop at any point!! If a circle is missed you lose all points.

**Stage 2 Barrel**

Par Time: 120 seconds

Round count 8

At the beep, engage the Blue IPSC at 379 yards with 3 rounds from the top of the barrel. Turn Barrel on its side and re-engage the IPSC with 2 rounds, finally spin Barrel long ways and engage IPSC with remaining rounds.

**Stage 3 Reverse rooftop**

Par time 120 seconds

Round count 10

Start standing with all gear in hand.

At the beep, engage the 189 yard black IPSC with 2 rounds. Transition to the 324 yard black IPSC with 2 rounds. Then alternate between the two targets with 2 rounds using remaining rounds.

### **Stage 4 Back and Forth**

Par Time 120 seconds

Round Count 12

Standing MIBB

All targets are yellow

At the beep go prone and engage 1018 square with two rounds then transition to 189 yard 5 in circle on the rack with one round then back to the 1018 target then with 1 round transition to the 295 IPSC with 1 round then back to the 1018 with 1 round then to the 379 yard middle rack target with 1 round then back to the 1018 then finally to the 593 yard middle rack target.

1018 2x

189 x1

1018 x1

295 x1

1018 x1

379 x1

1018 x1

593 x1

### **Stage 5 Spinner**

Par time 90 seconds

Round count 8

At the beep move to the Bench and engage the top of the spinner at 244 yards with 1 round then the bottom with one round. Alternate back and forth until spun or out of rounds (1 point per hit 2 points for each remaining round in mag)

### **Stage 6 Barricade**

Par time 90 seconds

Round count 8

Gear: 1 bag ONLY

At the beep, the shooter moves to position 1 and engages the middle target on the 379 yard rack with two rounds, then moves to position 2, 3 and finally 4 with two rounds from each position.

### **Stage 7 Bigfoot and friends**

9 rounds

Port arms

90 seconds

Gear: Any

On beep shooter moves to the top of the tree, engages the 189 yard Yeti with 3 rounds, moves to the next branch down and engages the 295 yards Donkey with 3 rounds, moves to the next branch down and engages the 378 yard Coyote with 3 rounds. (No equipment limit but must be deployed on the clock)