

BRRC Precision Match September 2, 2023

See page 2 for Course of Fire

Name	Total	Stage 1 (Left, Right, Center)	Stage 2 (Table)	Stage 3 (Holes)	Stage 4 (Tripods)	Stage 5 (Tank Traps)	Stage 6 (Bower's Barricade)
Solomon Manansala	58	9	7	8	12	12	10
Anthony Grigorian	57	10	9	10	11	10	7
steve goldman	49	9	9	9	6	8	8
Jonathan Packard	46	8	8	7	7	7	9
Jerome Hernandez	45	9	8	8	5	8	7
beamer hodge	45	3	7	10	6	11	8
Tony Gonzalez	38	4	10	5	5	7	7
Andy Neff	36	3	8	10	5	3	7
Jed Burmahln	33	6	2	8	7	8	2
Alex Saavedra	33	6	4	7	5	4	7
Ray Riganian	32	4	7	4	7	6	4
Evin Grant	29	8	7	3	3	4	4
John Litzinger	29	3	5	7	4	3	7
Will Vudmaska	25	2	4	6	1	5	7
Mark Gravitt	20	3	3	3	3	4	4
Charlie Hopkins	14	4	2	2	2	1	3
Jordan Hagen	12	2	2	2	2	2	2
Sean Hedman	9	2	1	0	1	4	1
Judd Grewal	3	1	0	0	1	1	0

**Stage 1 Left, Right, Center** Round Count: 12 Par time: 120 seconds Possible points: 12

Starting Position: Standing next to the table with a mag, rifle staged, with the bolt back. (do not get on glass)

Targets:

A - 120 ish – 6" Tombstone (target on right), white

B - 295 – 8" circle on T-Post, right side and right target, yellow

C - 1015 – Middle target on the rack

**Description:** On the beep the shooter will get behind the rifle and insert a mag with 3 rounds. Engage target A, B, then C with one round (hit or miss you must move on). Once complete, the shooter will go to the bench and retrieve 3 more rounds and engage the target in the same order. Repeat until all rounds have been fired. (Hint: you can remove the mag and load the next 3 rounds or single feed. Up to you).

**Stage 2 Table** Round Count: 10 Par time: 120 seconds Possible points: 10

Starting Position: Port arms next to the table. GEAR RESTRICTIONS: None

Targets:

A – 680 10" Circle, white

B – 660 66% IPSC, white (12x15 inches)

**Description:** On the beep the shooter will move to the first position and shoot target A and B with 1 round. Hit or miss, the shooter must move on. Repeat until all 5 positions have been shot.

NOTE: Your bi-pod or bag support must be within the designated box.

**Stage 3 Holes** Round Count: 10 Par time: 120 seconds Possible points: 10

Starting Position: Port Arms. Mag in, bolt back. GEAR RESTRICTIONS: None. (HINT) Tripods can be pre-deployed

Targets:

1) 350 yards (impact area). 8" Circle near target, white

**Description:** On the beep the shooter will choose a port hole and shoot 2 rounds at target 1. Repeat until all port holes have been shot.

**Stage 4 Tripods** Round Count: 12 Par time: 120 seconds Possible points 12

Starting position: Standing/Port arms/mag in, bolt back. GEAR RESTRICTION: 2 BAGS

Targets:

A. 300 - T-post Rock chuck, left side of target rack

B. 380 - T-post Rock chuck, right side of target rack

C. 590 - 45% IPSC, left side, red

**Description:** On the beep the shooter will use the tall tripod and engage target A, B, and C with 1 round each. Hit or miss, the shooter must move on. The shooter will move to the small tripod and engage targets C, B, and A with 1 round each. Once the complete the shooter will start back on the tall tripod and repeat the evolution. PLEASE TAKE NOTE OF THE TARGET ORDER.

**Stage 5 Tank traps** Round Count: 12 Par time: 120 seconds Possible points: 12

Starting Position: Behind the large tank trap, mag in, with the bolt back. GEAR RESTRICTION: 1 bag.

Targets

1.) 595 – 45% IPSC, right side, white

2.) 385 - Left target on the rack (BIG target – 18x11)

**Description:** On the command the shooter will move to the large tank trap and engage target 1 with 3 shots. Once complete, the shooter will transition to the small tank trap and engage target 2 with 3 rounds (WEAKSIDE, WEAK EYE, WEAK FINGER). The shooter will continue to alternate between the two tank traps until all shots have been taken. SHOOTERS MUST PERFORM 1 MAG CHANGE

**Stage 6 Bower's Barricade** Round Count: 10 Par time: 120 seconds Possible points: 10

Starting Position: Port Arms. Mag in with the bolt back.

Targets:

A – 12" square at 595 yards, white

On the beep the shooter will get into the first position and engage target A with 1 round. Once complete, the shooter will repeat the process on the remaining 9 positions. Once a position has been used, you cannot go back to it.