

Burbank Rifle and Revolver Club

Precision Rifle Match Results - January 27, 2024

See page 2 for COF

Place	Name	Total	Hostage	PRS Skills/Barricade	Time	Left, Right, Center	Tables	Spinner	Shoot and Move
1	Jose Momongan	56	10	10	72.2	10	9	7	10
2	steve goldman	53	10	10	83.7	10	9	7	7
3	William Ormes	52	10	9	52.6	11	7	8	7
4	Jerome Hernandez	51	9	9	67.1	10	6	10	7
5	beamer hodge	50	10	9	61.1	11	5	6	9
6	Mark O'Neill	47	9	10	67.2	10	5	3	10
7	Will Vudmaska	45	8	9	81.8	9	4	7	8
8	Eric Johnson	44	8	10	69.3	10	3	6	7
9	Andy Neff	43	5	10	65.8	11	5	6	6
10	Tony Gonzalez	37	6	10	81.2	6	6	0	9
11	Brian Wallin	36	6	6	90	7	4	7	6
12	James Atkins	34	3	10	77.4	10	4	0	7
13	Danny Nguyen	30	6	7	66.3	6	1	6	4
14	Jeff Rovinsky	30	0	8	90	8	4	4	6
15	Sean Hedman	23	0	6	90	8	3	4	2
16	Brandon Di Bella	22	4	6	90	6	2	0	4
17	Gary Kitapszyan	22	0	7	90	7	1	6	1
18	Telford Villar	21	6	5	90	4	2	3	1
19	Judd Grewal	20	10	4	90	4	2	0	0
20	Hans Ku	18	5	5	90	1	3	2	2
21	Adam Azouri	17	8	3	90	4	1	0	1
22	Charlie Hopkins	13	1	3	90	7	1	0	1

Stage 1 – 10 dot drill

Round Count: **10 Rifle / 8 pistol** Par time: **120 seconds** Possible points: **10** Only the rifle shots count for score.

Starting Position: Rifle on the ground mag in bolt back. Pistol on the bench unloaded 2 magazines with 4 rounds.

Targets: Left and right IPSC 100 yards paper target with your shooter #. (Okay to look thru glass)

Description: On the beep the shooter will load the pistol with 1 magazine and shoot 2 rounds at the left target. Hit or miss the shooter will then shoot at the right target. Once complete, the shooter will eject the mag and move behind the rifle. You will engage the 5 hostages on the left side of the paper with 5 rounds. Once complete, the shooter will go back on the pistol and load the other magazine and take 2 shots on the left and right targets. Finally, the shooter will drop back down behind the rifle and shoot the remaining rounds on the 5 hostages on the right side of the paper. A point will be taken off for every hostage hit. If you break the gray it's -1 point

Stage 2 PRS Skills stage + prone. Round Count: **10** Par time: **90 sec** Possible points: **10**

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

Gear Restriction: **One bag only**

Targets: 350 yards (impact area)

Shooters will move to the first position and fire 2 shots at the target. Hit or miss the shooter must go on. You will repeat this sequence on all 5 designated positions. The last position is prone.

Stage 3 Left, Right, Center Round Count: **12** Par time: **120 sec** 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: 100 – t-post

195 – t post

385 – t post

On the beep the shooter will flip a card and shoot the targets based on the order on the card. Hit or miss the shooter must move on. Once the 3 targets have been engaged, the shoot will go back to the table and flip another card and repeat the process. You will repeat this evolution 4 times. Each card will have a different target order. L R C, R C L, C L R, R L C, and C C C

Stage 4 Tables Round Count: **10** Par time: **120 sec** Possible points: **10**

Starting position: Standing/Port arms, mag in, and bolt back

Targets: A. 380

B. 590 - 45% IPSC

On the beep the shooter will move to one of 5 shooting positions and shoot at target A then B with one round each. Hit or miss you must move on. Once complete, the shooter will move to the next position of his or her choice and repeat the process. You will repeat until all of the positions have been shot. You may not re-use the same position.

Stage 5 Spinner Round Count: **Unlimited** Par time: **120 sec** Possible points: **10**

Starting Position: standing behind the rifle. Mag in with the bolt back.

Targets:

Spinner on the 400 yard berm. There will be a hidden target behind the swinger.

On the beep the shooter will drop behind their rifle and engage the spinner. The goal is to get the spinner going until the target behind is revealed. You will only score a point if the hidden target is hit.

Stage 6 Shoot and Move

Round Count: **10 rifle / 9 pistol** Par time: **120 sec** Possible points: **10** Only rifle shots count for score.

Starting Position: Rifle will be staged next to the first position. Shooter will be standing next to their pistol with a magazine with 9 rounds.

Targets: 1. 320 impact area

2. (3 steel target 15 yards away)

On the beep the shooter will load the pistol and shoot at the 3 steel target with 3 rounds each. Hit or miss the shooter must move. Once complete the shooter will unload the pistol and move to the first position on the rifle side and take 2 shots at the 320 target. Hit or miss you must move. Once complete the shooter will advance to the next position and take 2 more shots at the same target. You will complete this evolution until all 5 positions have been used.