



October 20th 2024 Halloween Howler at Courtenay and District Fish and Game

We are presenting this month a mix of “easy” stages, combined with some more complex ones and finally a couple of fun ones to round out the day. Expect to have some fun, challenge and humility all mixed into one day with the aim of making all of us better shooters. ALL stages were designed by Rik Sharples. Please review the following information prior to attending the match to ensure that we all have a clear understanding of how to have a safe, and incident-free day.

Safety

1. Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to kill or destroy.
2. Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.
3. Keep your finger out of the trigger guard until you are ready to fire.
4. Know your target and what is beyond.
5. Always wear proper eye and ear protection and ensure others have the same before firing.
6. Never use alcohol or drugs while shooting.
7. Individual Range safety rules always supersede PRS Rimfire rules.

Penalties for Safety Infractions

The penalties listed below should be followed as closely as possible. However, MD's may, when the situation warrants, issue a more severe punishment than what is called for in the rule book.

First offense flagging will result in a warning. Second offense will result in a removal of the offending shooter from the competition (Match DQ).

Anyone found violating the Cold Range rule will result in an immediate Match DQ.

The first offense of violating the degree rule will result in a stage DQ. Second offense will result in a removal of the offending shooter from the competition (Match DQ).

Any shooter that fails to maintain positive control of a firearm during a stage (loaded or unloaded) will receive a match DQ if the firearm breaks the degree rule.

Check website for updates / information: www.islandrimfire.com



If the failure of positive control does not result in a violation of the degree rule, the first offense will result in a stage DQ and the second offense in match DQ.

This safety rule does not prohibit the intentional grounding of a rifle during a stage where the match directors COF requires or allows it.

All AD/NDs will result in an immediate Match DQ.

Movement or transition during a COF with a round in the chamber or a closed bolt will result in the shooter being stopped, forced to clear their chamber and made to move back to the last shooting position while still on the clock for a first offense. Once the shooter has returned to the last firing point, he or she will continue with the rest of the COF. A second offense will result in a stage DQ. Third offense will result in a removal of the offending shooter from the match.

Anyone can call a ceasefire at any time during the match if they see any unsafe behavior or notice an anomaly downrange (target down, wildlife on range, etc.).

Safety is our utmost concern, and we want everyone to leave the match happy and without injury!

If you have any issues with the safety rules as outlined in this COF, bring them up with the MD. The starting position for each stage is “all gear in hand, port arms”. This means that when it is your turn to shoot, you must have your bolt to the rear, magazine in and chamber flag removed such that the gun is ready to go hot once you have closed the bolt on the stage time.

All gear in hand means that everything that you wish to use on that stage in terms of rifle support must be in your two hands. Anything that is obviously not a practical shooting tool (ie: support bag, bipod, tripod, etc.) will be considered gaming and you will receive at least a stage DQ.

Match Flow – In order to maintain a reasonable flow to the match, all shooters should be clearly aware of where they are in the shooting order and get ready when the shooter before begins their stage. Once they have cleared the stage, the next shooter should be standing at the ready line. Whomever is scorekeeping, please ensure that the upcoming shooters are announced with every rotation of shooters from the line.

We thank you immensely for your participation and support and are always looking for more folks to step up into roles of responsibility with running our league. MD’s in training, equipment mgmt., statisticians (computer geek stuff) are all areas that need additional growth. Marketing / graphic design again would be appreciated.



Stage #1 – TIMED BARRICADE STAGE

| | | | |
|----------------------------|-------------------|------------------------|-----------|
| Barricade / Prop | PRS Barricade | Round Count: | 8 |
| Bipod/Bag Allowed: | Yes - Bag Only | Scoring | 1 Pts/Hit |
| Must Hit to Advance | No | Possible Points | 8pts |
| Par Time | 75 Seconds | | |

TIMED STAGE – RECORD TIME ELAPSED TO THE 1/10th of a second

| | |
|----------------------------|---|
| Target Size / Shape | Target #1 3.0" @ 86 Yards Target #2 3.5" @ 106 Yards |
|----------------------------|---|

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the engage comment, shooter moves to Barricade and builds a position starting on the lower left point and engages T1, then T2 with on shot each. Hit or Miss.

Shooter Transitions to position 2, upper left point, and engages T1, then T2 with on shot each. Hit or Miss.

Shooter Transitions to top right point on barricade and engages T1, then T2 with on shot each. Hit or Miss.

Finally, shooter transitions to lower right point and engages T1, then T2 with on shot each. Hit or Miss.



Stage #2 – All the Props

| | | | |
|----------------------------|---|------------------------|-----------|
| Barricade / Prop | Chair, Bucket, Stump, Tire | Round Count: | 10 |
| Bipod/Bag Allowed: | Yes Bipod and/or bag | Scoring | 1 Pts/Hit |
| Must Hit to Advance | No | Possible Points | 10pts |
| Par Time | 120 Seconds | | |
| Target Size / Shape | T1: 2.0" @ 75 Yards T2: 2.5" @ 115 Yards | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

- On the engage command, shooter builds a position on top of prop of choice and engages T1, then T2 with 1 shot each.
- Shooter then moves to a second prop and engages T1, then T2 with 1 shot each.
- Shooter then moves to a 3rd prop and engages T1, then T2 with 1 shot each.
- Shooter then moves to the 4th prop and engages T1, then T2 with 1 shot each.
- Shooter must build a position that **uses ALL 4 props** and engages T1 and T2 with one shot each. **All props must be engaged in some manner with the shooter or rifle.**



Stage #3 - Inverted Gate

| | | | |
|----------------------------|------------------------|-------------------------|-----------|
| Barricade / Prop | Inverted Props Gate | Round Count: | 10 |
| Bipod/Bag Allowed: | Yes – Bipod and/or bag | Scoring | 1 Pts/Hit |
| Must Hit to Advance | No | Possible Points | 10pts |
| Par Time | 105 Seconds | | |
| Target Size / Shape | Target 1 | 2.5" @ 88 Yards | |
| | Target 2 | 2.5" @ 110 Yards | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the engage command, the shooter builds a position P1 on the gate and engages T1 with 2 shots.

Shooter transitions to P2 and engages T2 with 2 shots.

Shooter transitions to P3 and engages T1 with 2 shots

Shooter transitions to P4 and engages T2 with 2 shots

Shooter transitions to P5 and engages T1 then T2 with one shot each.



Stage #4 – Boat Time

| | | | |
|----------------------------|--|------------------------|-----------|
| Barricade / Prop | Boat, propped sideways to down range | Round Count: | 12 |
| Bipod/Bag Allowed: | Yes – Bipod and/or bag | Scoring | 1 Pts/Hit |
| Must Hit to Advance | NO | Possible Points | 12pts |
| Par Time | 120 Seconds | | |
| Target Size / Shape | T1: 1.5" @ 50 Yards T2: 2.0" @ 75 Yards T3: 2.0" @ 100 Yards T4: 3.0" @ 125 Yards | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, shooter builds a position on far RIGHT side of boat and engages T1, T2, T3 and T4 in sequence with 1 shot each.

Shooter then transitions to far LEFT side of boat and repeats same sequence.

Shooter transitions to middle underneath boat and repeats same sequence using weak side (hand, eye and trigger).



Stage #5 - Rooftop

| | | | |
|----------------------------|----------------------------|------------------------|-----------|
| Barricade / Prop | Sloped Rooftop | Round Count: | 10 |
| Bipod/Bag Allowed: | Yes – Bipod and/or bag | Scoring | 1 Pts/Hit |
| Must Hit to Advance | NO | Possible Points | 10pts |
| Par Time | 120 Seconds | | |
| Target Size / Shape | T1: 1.5” @50 Yards | | |
| | T2: 2.0” @75 Yards | | |
| | T3: 2.5” @100 Yards | | |
| | T4: 6” @50 Yards | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, shooter builds a position **KNEELING** beside rooftop (either side) with their rifle supported by the rooftop, and engages T1, T2 and T3 with **1 shot each**

Shooter then transitions to the opposite side of the rooftop and builds a position from **STANDING** (rifle supported on rooftop) and repeats the same sequence.

Shooter then transitions to **FREEHAND**, non supported and engages T4 with 1 Shot.

Shooter then transitions to rooftop and builds a position 100% on rooftop and engages T1, T2 and T3 with one shot each.



Stage #6 – NRL Pyramid

| | | | |
|----------------------------|----------------------------|------------------------|----------|
| Barricade / Prop | NRL Pyramid | Round Count: | 10 |
| Bipod/Bag Allowed: | Yes Bipod and/or bag | Scoring | 1Pts/Hit |
| Must Hit to Advance | NO | Possible Points | 10pts |
| Par Time | 105 Seconds | | |
| Target Size / Shape | T1: 2.0" @75 Yards | | |
| | T2: 2.5" @100 Yards | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, shooter builds at position on lowest left rung of barricade and engages T1 with 1 shot.

Shooter then changes to next highest left side rung and engages **T1** with 1 shot
Shooter repeats vertical transition with one shot per position until 5 shots are made.

Shooter then transitions to lowest RIGHT SIDE rung and engages **T2** in the same transition pattern (up one rung for each shot) for the remaining 5 shots.



Stage #7 – KYL

| | | | |
|----------------------------|-------------------------------|------------------------|----------|
| Barricade / Prop | KYL Rack | Round Count: | 10 |
| Bipod/Bag Allowed: | Yes Bipod and/or bag | Scoring | 1Pts/Hit |
| Must Hit to Advance | HIT TO ADVANCE | Possible Points | 10pts |
| Par Time | 105 Seconds | | |
| Target Size / Shape | KYL 2", 1 ½", 1", ¾", ½" . ¼" | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On the engage command, the shooter builds a prone position and engages the KYL from the largest to smallest.

After 6 shots the shooter can shoot the 1" target for 4 X at 2Pts per impact **OR** continue ½" X 2 shots and ¼" X 2 shots for 4 Pts per impact.

Shooter **MUST** declare target choice prior to engagement of shots 6 through 10 to RO and may not change after declaration.

Scorekeeper – add appropriate amount of extra points – 1 pt per entry on last entry on stage score.



Stage #8 – Barrel and Bucket

| | | | |
|----------------------------|---|------------------------|----------|
| Barricade / Prop | 2 X 55 Gal Barrels 1 X 5 Gal Bucket | Round Count: | 12 |
| Bipod/Bag Allowed: | Yes Bipod and/or bag | Scoring | 1Pts/Hit |
| Must Hit to Advance | No | Possible Points | 12pts |
| Par Time | 105 Seconds | | |
| Target Size / Shape | T1: 1.5" @50Y T2: 2.0" @106Y | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, shooter builds a position on top of upright barrel and engages T1 X 2 Shots

Shooter transitions to top of 5 Gal bucket and engages T2 with 2 Shots

Shooter transitions to top of horizontal barrel and engages T1 and T2 with 1 shot each.

Shooter then repeats sequence.



Stage #9 – Pumpkin Patch

| | | | |
|----------------------------|-----------------------|------------------------|----------|
| Barricade / Prop | 3 Pumpkins | Round Count: | 12 |
| Bipod/Bag Allowed: | Yes – bag only | Scoring | 1Pts/Hit |
| Must Hit to Advance | No | Possible Points | 12pts |
| Par Time | 120 Seconds | | |
| Target Size / Shape | T1: Spider | @50 Yards | |
| | T2: Ghost | @106 Yards | |
| | T3: Gravestone | @129 Yards | |
| | T4: Pumpkin | @75 Yards | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, shooter builds a position on top Pumpkin #1 and engages targets in following sequence: T3, T1, T2 with one shot each

Shooter transitions to second Pumpkin (#3) and engages targets in the following sequence: Spider; Ghost and Gravestone with 1 shot each

Shooter transitions to 3rd Pumpkin and engages targets in the following sequence: T2, Gravestone then T1

Shooter then transitions to freehand and engages T4 with 3 shots.



Stage #10 – Haunted House

| | | | |
|----------------------------|--|------------------------|-----------|
| Barricade / Prop | YES | Round Count: | Some |
| Bipod/Bag Allowed: | Best not. Travel nimble Stay Frosty | Scoring | 1 Pts/Hit |
| Must Hit to Advance | No | Possible Points | yes |
| Par Time | 120 Seconds | | |
| Target Size / Shape | | | |

Stage Description:

Standing One Yard behind the firing point, mag in, bolt back, chamber flag removed. Close the bolt only when your sights are on target.

On engage command, enter Haunted House and review posted COF in demon blood.

Rik is dedicated RO for this stage. Don't shoot the RO.