



## Clinton House Plantation

Open Daily 9am—5pm

15171 SC-56, Clinton, SC 29325

(864) 833-0274

- Sporting Clays
- 5-Stand
- 300-Yard Range
- 1000-Yard Range
- 1 Mile Range
- Pistol Range
- Instruction
- Quail Hunting
- Tower Shoots
- Deer Hunting
- Pig Hunting
- Duck Hunting
- Turkey Hunting
- Pro Shop

Onsite Lodging Available

Ask About Membership

## The Clinton House Plantation



and

*TAG Precision*

is Proud to Present...

## The South Carolina Precision Rifle Challenge

Name \_\_\_\_\_

Squad 10

April 8, 2023

## Welcome

The Clinton House Plantation and Tommy and Dianne Goodson of TAG Precision, would like to welcome you to the first Precision Rifle Series competition in the great state of South Carolina! We look forward to many more!

You are among the first to shoot on this brand new precision rifle range. A lot of time and effort has gone in to range design and the course of fire.

Everyone can help match efficiency by being ready when on deck as well as assisting the RO's with duties.

As our sport grows, we welcome new shooters. Please support these newcomers and show them the comradery and sportsmanship the PRS community is known for.

Good Luck!

## Thank You!

We are grateful for our friends, Jeff "Yankee" Bouchard and Michael Manning for their HOURS of work on this beautiful new range.

To the three anonymous donors who were so generous to donate towards the start of South Carolina's PRS matches.

Much gratitude to our Range Officer's, without them the match would not be possible.

We appreciate all of the shooters who came out today to compete.

Last, but certainly not least, Thank you to Clinton House Plantation and Mike Sexton for their invitation and massive investment in our sport.



## Combined Scores

- Stage 1. Go Pig Go** - Score: \_\_\_\_ / 10
- Stage 2. Pipe TYL** - Score: \_\_\_\_ / 10
- Stage 3. Wheels on the Bus** - Score: \_\_\_\_ / 9
- Stage 4. Rock Your World** - Score: \_\_\_\_ / 10
- Stage 5. Heartbreak Ridge** - Score: \_\_\_\_ / 10
- Stage 6. Tank Trap Hustle** - Score: \_\_\_\_ / 10
- Stage 7. Rooftop Skirmisher** - Score: \_\_\_\_ / 10
- Stage 8. PRS Skills Stage** - Score: \_\_\_\_ / 8  
Time: \_\_\_\_\_
- Stage 9. Ducks in a Row** - Score: \_\_\_\_ / 9
- Stage 10. Spool Troop Line** - Score: \_\_\_\_ / 10
- Total Score: \_\_\_\_\_ / 96**

## Match Rules

- ECI's (Chamber Flag) will remain in the rifle's chamber until the RO gives the command
- The 120 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction
- Negligent/Accidental Discharges will result in a match DQ
- Both RO and Shooter will sign/initial each score, this being the arbitration period for that score
- No shooter will enter the shooting area until directed by RO
- All firearms will be positioned with the muzzle pointed downrange on the firing line
- Stage of fire not shot as briefed will not count for score
- Anytime a shooter is moving or changing positions the bolt must be in the open position, semi-automatics must engage the safety with an audible "SAFE!"
- Shooters are allowed a grace period of .30 after par time. Example, target impact at 105.30 will count for score, target impact at 105.31 will NOT count for score

### Stage 1. Go Pig Go!

Time limit: 105 seconds

Score: \_\_\_\_/10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the 3 mph moving target from the hood of the vehicle with 10 rounds, hit or miss. Maximum of 10 rounds fired.

Mover @ 416 yards

#### Notes:

3 \*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

### Stage10. Spool Troop Line:

Time limit: 105 seconds

Score: \_\_\_\_/10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the troop line targets from the spool near to far with 2 shots each, advancing hit or miss.

Marker V: Sniper Head @ 314 yards  
W: Rectangle @ 683 yards  
X: Full Size IPSC @ 865 yards  
Y: Full Size IPSC @ 961 yards  
Z: Full Size IPSC @ 1069 yards

#### Notes:

\*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

## Stage 9. Ducks in a Row

Time limit: 105 seconds

Score: \_\_\_\_ / 9

Shooter will start mag in bolt back from the designated start position and engage the ducks in a row with one IMPACT each, left to right, from the 3 designated positions on the tires. Must hit to move on. If a duck is missed, it will be reengaged until hit before progressing to the next duck. Maximum of 3 shots per position. The positions may be shot in any order.

Marker D: Ducks @ 318 yards

### Notes:

11 \*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

## Stage 2. Pipe TYL

Time limit: 105 seconds

Score: \_\_\_\_ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the Test Your Limits rack from large to small with two rounds each, advancing hit or miss from the pipe. Maximum of 10 rounds fired.

Berm A: TYL Rack @ 405 yards

### Notes:

\*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

### Stage 3. Wheels on the Bus

Time limit: 105 seconds

Score: \_\_\_\_ / 9

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the 3 targets at the car from left to right with one round each, advancing hit or miss from the three designated windows on the bus. Only 3 rounds will be fired from each window. Windows may be shot in any order.

Targets at the white vehicle:

Diamond, Circle, Diamond @ 403 yards

#### Notes:

5 \*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

### Stage 8. PRS Skills Stage - TIE BREAKER

Time limit 90 seconds

Score: \_\_\_\_ / 8

Time: \_\_\_\_\_

This will be a 90 second stage. Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage a single target with 2 shots, advancing hit or miss, from the four designated positions on the barricade. The positions may be shot in any order.

Berm B: 10" Circle @ 400 yards

#### Notes:

\*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

## Stage 7. Rooftop Skirmisher

Time limit: 105 seconds

Score: \_\_\_\_ / 10

Shooter will start from with all gear in hand, mag in bolt back from the designated start position and engage the 66% IPSC targets from left to right with 2 shots each, advancing hit or miss from the rooftop.

Marker G-1: 66% IPSC @ 632 yards  
2: 66% IPSC @ 646 yards  
3: 66% IPSC @ 637 yards  
4: 66% IPSC @ 649 yards  
5: 66% IPSC @ 618 yards

### Notes:

9 \*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

## Stage 4. Rock Your World

Time limit: 105 seconds

Score: \_\_\_\_ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the 2 targets, near to far, with 1 round, advancing hit or miss from the 5 designated positions on the rocks. Only 2 shots will be taken from each position. The positions may be shot in any order.

Berm A: Square @ 429 yards  
Marker C: Square @ 489 yards

### Notes:

\*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions 6

### Stage 5. Heartbreak Ridge

Time limit: 105 seconds

Score: \_\_\_\_ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the targets with 2 IMPACTS each, large to small, from the shooting bench. Must impact each target 2 times before moving on to the next target. Shooter has 11 rounds to make 10 impacts. Stage ends when 10 points are scored, or 11 rounds have been fired. Maximum of 11 rounds fired.

Targets on Ridge: Circles @ 951 yards

#### Notes:

7 \*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

### Stage 6. Tank Trap Hustle

Time limit 105 seconds

Score: \_\_\_\_ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the single target with 2 shots, advancing hit or miss, from 5 positions on the tank traps. Each tank trap must be used for at least two positions.

Marker T: Circle @ 604 yards

#### Notes:

\*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions 8