



## 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 Memberships

## The Clinton House Plantation



and

*TAG Precision*

is Proud to Present...

### The 2024

## South Carolina Precision Rifle Challenge at the Clinton House Plantation

Name \_\_\_\_\_

Squad \_\_\_\_\_ April 6, 2024

## Welcome

The Clinton House Plantation and Tommy and Dianne Goodson of TAG Precision, would like to welcome you to The 2024 South Carolina Precision Rifle Challenge at the Clinton House Plantation!

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.

### 2024 Clinton House PRS Schedule

#### Centerfire

April 6, 2024

June 15, 2024

Aug 10, 2024 - Qualifier

September 29, 2024 - Club Series Finale

October 19, 2024 - PRS Atlantic Coast Region FINALE

#### Rimfire

April 7, 2024

June 29, 2024

August 11, 2024 - Qualifier

September 28, 2024 - PRS Atlantic Coast Region FINALE

1 October/November - Club Series Finale TBD

## Thank You!

The PRS community has welcomed us with open arms. We cannot thank everyone enough for your ongoing support.

We appreciate all of the shooters who come out to compete here at The Clinton House. We hope you feel as much at home here as we do.

Thanks to our Range Officer's, without them these matches would not be possible.

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



### Stage 1. Bus

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets large to small (left to right) in the following order, advancing hit or miss from the four designated windows on the bus. The windows may be shot in any order. No window may be repeated.

Window 1 - B 1

Window 2 - B 1 & 2

Window 3 - B 1, 2, & 3

Window 4 - B 1, 2, 3, & 4

B - 575 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

### Stage 10. Redemption

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets near to far with two rounds each, advancing hit or miss from the designated window.

1 - 821 yards

2 - 868 yards

3 - 927 yards

4 - 961 yards

5 - 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. Tires

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets near to far with one round each, advancing hit or miss from the five tire positions. No position may be repeated

H - 294 yards

I - 674 yards

#### Notes:

### Stage 2. Heartbreak Ridge

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets near to far with two rounds each, advancing hit or miss from the hood or bed cover of the Hyper Fire truck. Shooter will then change positions and repeat the engagements.

V - 769 yards

W - 930 yards

#### Notes:

### Stage 3. Innocent Bystander

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the stationary target with two rounds from each of the small pipes, and the moving target with six rounds from the large pipe. Any impact on the incorrect target will not count for score. The positions may be shot in any order. No position may be repeated .

Stationary - 455 yards

Mover - 448 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. Duck, Duck, PIG

Time limit 105 seconds

Score: \_\_\_\_ / 12

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets near to far with one round each, advancing hit or miss from any four positions on the fence. No position may be repeated .

J - 454 yards

K - 519 yards

L - 542 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. NEW PRS Skills Stage

Time limit: **105** seconds

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

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets large to small with one round each advancing hit or miss from the four designated positions, then repeat one of the first three positions, for a total of five positions. \*This stage will be the tie breaker stage.

G - 400 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. Stonehenge

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the targets at the minivan large to small (far to near) with one round each, advancing hit or miss from three of the five rock positions. The targets will then be engaged with two rounds each (double tapped) from the fourth position. Positions may be shot in any order, no position may be repeated. There are five total positions to choose from. \*No prompting of the shooting sequence on the clock please .

Large - 582 yards

Small - 572 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. Tank Trap Hell

Time limit: 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position, and engage the targets near to far with two rounds each, advancing hit or miss from any position on either tank trap. Shooter may change positions at any time during the stage of fire. Tank trap positions are the crux (knuckle) and tips. No position below the crux will be allowed.

M - 679 yards

P - 835 yards

A - 886 yards

C - 901 yards

T - 957 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. Pole Dancing for Diamonds

Time limit 105 seconds

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

Shooter will start with all gear in hand, mag in bolt back from designated start position and engage the two targets, large to small with one IMPACT each, from five positions on the Cedar Poles. MUST HIT TO MOVE ON. Large target Must be hit prior to engaging the small target. If the large target is missed the shooter will re-engage the large target. Only two shots fired from each position. The first shot from each position will be at the large target .

No position may be repeated.

D - 507 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

## Combined Scores

Stage 1. Bus - Score: \_\_\_\_ / 10

Stage 2. Heartbreak Ridge - Score: \_\_\_\_ / 8

Stage 3. Innocent Bystander - Score: \_\_\_\_ / 10

Stage 4. Stonehenge - Score: \_\_\_\_ / 10

Stage 5. Tank Trap Hell - Score: \_\_\_\_ / 10

Stage 6. Pole Dancing for Diamonds - Score: \_\_\_\_ / 10

Stage 7. NEW PRS Skills Stage - Score: \_\_\_\_ / 10

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

Stage 8. Duck, Duck, PIG! - Score: \_\_\_\_ / 12

Stage 9. Tires - Score: \_\_\_\_ / 10

Stage 10. Redemption - Score: \_\_\_\_ / 10

**Total Score: \_\_\_\_\_ / 100**

## Match Rules

- ECI's (Chamber Flag) will remain in the rifle's chamber until the RO gives the command to remove
- 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 90.30 will count for score, target impact at 90.31 will NOT count for score