



## BRRC KNOW YOUR LIMITS MATCH

### KYL

The **BRRC KNOW YOUR LIMITS, KYL** rifle match is designed for novice to intermediate competitive experience, and features round targets set at distances 200 to 600 yards away and engaged from several shooting positions with improvised support. This match will teach shooters firearm safety, proper range etiquette, and basic marksmanship skills. Members **DO NOT** need to be previously Mid-Range qualified at BRRC in order to shoot this match. The course of fire will be challenging enough to promote growth, and have some fun. This timed event is open to all guns, but is designed for rifles with detachable box magazine capable of rapid engagement.

#### Event Particulars

- Location: 60 Bench Range Bench Rest Rifle Club.
- Cost: \$20.00 for club members, or \$25.00 for non-members.
- Schedule: 3/17, Early practice 7:30AM, match starts 9:00AM.
- Target Distances: 200, 300, 400, 500, and 600 yards.
- Positions: Improvised standing support, Improvised kneeling support, Off of a barrel with a bipod, Prone off a ramp with a bipod, and Prone off of a bipod.
- Multi position barricades will be provided for the standing and kneeling stages, a barrel for the standing off of the bipod stage, a ramp for the prone off the ramp stage, and a mat will be provided for the off the ground prone stage.

#### Match Description

The KYL rifle match is an individual event, with participants grouped into squads consisting of three (3) shooters to accommodate target spotting and match scoring. One shooter, one scorer, and one spotter. Squad members are not permitted to coach shooters with range conditions or target impact during this event. The firing line consists of five (5) stages. All stages are 10 shots with a 2-minute time limit. All magazines are limited to 5 rounds (10 round magazines are allowed but must not be loaded with more than 5 rounds, except for the shooters first target when the shooter can have 6 rounds in the magazine for their 1 sighter shot. If a shooter does not have 2 magazines, then they can load all 10, but must remove the magazine completely and then reinstall it after 5 shots. A 2-point penalty will be assessed to any shooter that only uses one magazine).

#### **Stage 1 – 10 Rounds for Record**

**Yardage** – 200 yards.

**Targets** – 6", 4", and 2".

**Shooting Position** – Improvised standing support.

**Course of Fire** –.

1. Shooters will start with the rifle on the barricade with the bolt open and magazine removed. At the commence fire command the shooter will insert the magazine and begin fire. Shooters will have 2 minutes to complete 10 shots, with a magazine change in mid-string.
2. Firing more shots than allowed in any string causes disqualification for the stage. When time expires, shooters will be cleared to store their rifle and retrieve gear.

**Scoring** – The 6" plate is worth 1 point, 4" plate is worth 2 points, and the 2" plate is worth 3 points. Shooters have a choice at which plate they shoot for each shot, but must tell the scorer which plate they plan to shoot before firing. If the shooter decides to change plate size in mid-string then they must notify the scorer PRIOR to firing a shot at that plate.

### **Stage 2 – 10 Rounds for Record**

**Yardage** – 300 yards.

**Targets** – 6", 4", and 2".

**Shooting Position** – Improvised kneeling support.

**Course of Fire** –

1. Shooters will start with the rifle on the barricade with the bolt open and the magazine removed. At the commence fire command the shooter will insert the magazine and begin fire. Shooters will have 2 minutes to complete 10 shots, with a magazine change in mid-string.
2. Firing more shots than allowed in any string causes disqualification for the stage. When time expires, shooters will be cleared to store their rifle and retrieve gear.

**Scoring** – The 6" plate is worth 1 point, 4" plate is worth 2 points, and the 2" plate is worth 3 points. Shooters have a choice at which plate they shoot for each shot, but must tell the scorer which plate they plan to shoot before firing. If the shooter decides to change plate size in mid-string then they must notify the scorer PRIOR to firing a shot at that plate.

### **Stage 3 – 10 Rounds for Record**

**Yardage** – 400 yards.

**Targets** – 8", 4", and 2".

**Shooting Position** – Leaning over a barrel with the rifle supported by a bipod.

**Course of Fire** –

1. Shooters will start with the rifle on the barrel supported by the bipod with the bolt open and the magazine removed. At the commence fire command the shooter will insert the magazine and begin fire. Shooters will have 2 minutes to complete 10 shots, with a magazine change in mid-string.
2. Firing more shots than allowed in any string causes disqualification for the stage. When time expires, shooters will be cleared to store their rifle and retrieve gear.

**Scoring** – The 8" plate is worth 1 point, 4" plate is worth 2 points, and the 2" plate is worth 3 points. Shooters have a choice at which plate they shoot for each shot, but must tell the scorer which plate they plan to shoot before firing. If the shooter decides to change plate size in mid-string then they must notify the scorer PRIOR to firing a shot at that plate.

### **Stage 4 – 10 Rounds for Record**

**Yardage** – 500 yards.

**Targets** – 10", 5", and 2.5".

**Shooting Position** – Prone on the ramp with the rifle supported by a bipod.

**Course of Fire** –

1. Shooters will start with the rifle on the ramp supported by the bipod with the bolt open and the magazine removed. At the commence fire command the shooter will insert the magazine and

begin fire. Shooters will have 2 minutes to complete 10 shots, with a magazine change in mid-string.

2. Firing more shots than allowed in any string causes disqualification for the stage. When time expires, shooters will be cleared to store their rifle and retrieve gear.

**Scoring** – The 10" plate is worth 1 point, 5" plate is worth 2 points, and the 2.5" plate is worth 3 points. Shooters have a choice at which plate they shoot for each shot, but must tell the scorer which plate they plan to shoot before firing. If the shooter decides to change plate size in mid-string then they must notify the scorer PRIOR to firing a shot at that plate.

### **Stage 5 – 10 Rounds for Record**

**Yardage** – 600 yards.

**Targets** – 12", 6", and 3".

**Shooting Position** – Prone off the ground with the rifle supported by a bipod.

**Course of Fire** –

1. Shooters will start with the rifle on the ground supported by the bipod with the bolt open and the magazine removed. At the commence fire command the shooter will insert the magazine and begin fire. Shooters will have 2 minutes to complete 10 shots, with a magazine change in mid-string.
2. Firing more shots than allowed in any string causes disqualification for the stage. When time expires, shooters will be cleared to store their rifle and retrieve gear.

**Scoring** – The 12" plate is worth 1 point, 6" plate is worth 2 points, and the 3" plate is worth 3 points. Shooters have a choice at which plate they shoot for each shot, but must tell the scorer which plate they plan to shoot before firing. If the shooter decides to change plate size in mid-string then they must notify the scorer PRIOR to firing a shot at that plate.

### **Rifle Classes (Standard and Junior Class for age 16 and below)**

1. Factory Bolt Action – Completely stock rifle as delivered from the manufacturer in bolt action. Up to and including 30 calibers. Any scope power/magnification allowed. Only addition from stock configuration allowed is a silencer if equipped.
2. Factory Semi-Auto - Completely stock rifle as delivered from the manufacturer in semi-automatic. Up to and including 30 calibers. Any scope power/magnification allowed. Only addition from stock configuration allowed is a silencer if equipped.
3. Custom Bolt Action – Any custom rifle or factory rifle that has been modified with custom barrel, trigger, stock, etc. in bolt action. Up to and including 30 calibers. Any scope power/magnification allowed. Silencers, muzzle brakes, and tuners are allowed.
4. Custom Semi-Auto - Any custom rifle or factory rifle that has been modified with custom barrel, trigger, stock, etc. in bolt action. Up to and including 30 calibers. Any scope power/magnification allowed. Silencers, muzzle brakes, and tuners are allowed.
5. Open Sights – Any configuration custom or factory, bolt rifle or semi-automatic with open or aperture sights. Up to and including 30 calibers. Silencers, muzzle brakes, and tuners are allowed.

### **Basic Equipment**

- Eye and ear protection is mandatory.
- Rifle utilizing any permitted cartridge, detachable box magazine(s) recommended.
- 51 rounds of ammunition required, one sighter/fouler, plus additional for practice and potential shoot-offs.
- All shooters can bring two shooting/squeeze bags and a shooting mat.

- Optional spotting scope or binoculars suggested.
- Shooting jackets are NOT permitted.

### Event Rules

- Match Director shall issue final rule and decision over disputes at this event.
- Bipods must be attached to the rifle and/or the shooter for entire length of match.
- Match Director may allow alternate shooting position to accommodate physical limitation.
- A 'hit' is scored when a spotter determines the correct target has been struck, producing visible target movement.
- A 'miss' is scored when there is no indication the target has been struck, and bullet impact is seen beyond the target.
- At the end of a match, shooters may break a tie with a 300 yard improvised standing position shoot-off contest for placing.

### Ammunition Policy

- A minimum of 51 rounds ammunition is required for this course of fire, plus any amount desired for practice or replacement.
- **Projectile speed is limited to 3,150 FPS. The match director may choose to chronograph a competitors load if he suspects that the round is exceeding the maximum allowed speed.**
- **No magnum calibers allowed.**
- All steel core, armor piercing, and tracer ammunition is prohibited at this range.

### Notice to All Attendees

While every effort is made to ensure that shooters enjoy this sport, all club matches operate with safety as the primary goal. If at any time you feel that a shooter is not being safe or requires instruction, please immediately notify the Match Director or Range Safety Officer. If an imminent safety risk exists, you are required to loudly command "cease fire!" and notify the Match Director of the situation. Anyone determined by the Match Director to not be acting in a safe manor will be ejected from the match.