

Green Mill Long-Range .22 Marksmanship Challenge
Course of Fire May 15th, 2021

Starting position for all stages: Standing with gear, magazine(s) in hand with bolt open
Unless specifically prohibited, tripods and shooting pillows can be used but all equipment must be deployed on the clock from a collapsed state.

Targets located near letters with the following distances in yards:

A: 46 B: 66 C: 85 D: 110 F: 141 G: 149 I: 157 M: 172 N: 186 O: 198 P: 211

All stages start with shooter standing behind the line gun in hand, **bolt open** magazine in.

Stage 1 – Standing offhand (Standing with or without sling)

Course of fire: White Chicken (A), white Pig (B) white Turkey (C) white ram (D), white crow (F)

Rules:

- Time limit: 120 seconds
- Shot limit: None, but shooter must hit each animal before moving on to the next target farther out
- If the shooter hits all targets he/she can start over and repeat the string as time allows
- One point per hit
- Shooting position: Standing offhand
- Gear restrictions: limited to rifle sling only

Stage 2 - “Holdover” Dog Hunt Shot at prairie dogs (No shot limit). 120 seconds.

Course of fire: Engage prairie dogs **near to far** repeated as many times as you can. You must hit each dog to before you can move on to the next dog farther out.

Dogs at (B), (C), (D), and mounds (F), (G), (I)

Rules:

- Time limit: 120 seconds
- Shot limit: none, but shooter must hit each animal before moving on to the next target farther out.
- If the shooter hits all dogs in the string they can restart from the beginning until time runs out.
- Gun must use the support provided.
- **Shooter cannot touch elevation knob - must use a reticle “holdover or holdunder”**
- One point per hit

Stage 3 – “Know Your Limits” – Can only miss once (Prone)

Target(s): 8-Target rack in front of (A) and 2 **black circles** at (D) and two white circles at (N)

Time limit: 120 seconds

Shot limit: effectively 15 shot limit

1. Shooter starts by taking two to earn five bonus points on the small ¼ scale prairie dog target at (P). Five points awarded for a hit, (max 10 bonus points):
2. Shooter then engages the 8 piece KYL rack (A) and must hit all targets before moving on
3. Shooter engages the two **black circles** at (D) and must hit both targets (2 points) before moving on
4. Shooter engages the two **white circles** at (N) (3 points each)
5. If shooter misses a second time they forfeit all points on this stage – A SHOOTER MUST KNOW THEIR LIMITATIONS!

Stage 4 – “Wind Doping”:

Target(s): Wind chime rack to the right of (G)

Rules:

- Time limit: 120 seconds
- Shot limit: None
- Shooter must spin the Black (middle) wind-chime strip all the way around to earn points.
- 1 point per hit

Stage 5 - “Mover” (No shot limit - as many shots as you can get off in 60 seconds w/mag changes)

Target(s): Back prairie dog at (D)

Rules:

- Time limit: **1 minute (60 seconds).**
- Shot limit: None
- **The shooter MUST perform a mag change after the first two shots or be DQ’ed.**
- Gear Restrictions: none but shooter MUST SHOOT FROM THE BENCH
- Shooter can shoot as many times as possible in 60 seconds or less.
- 1 point per hit.

Stage 6 – “Barricade” - strong side / weak side (16 shot limit)

Targets: 2” yellow Circles at (C) and (D)

Rules:

- Time limit: 120 seconds
- **Shot limit: 8 shots**
- Gear restrictions: none other than tripods must be set up on the clock
- Shooting position: Best you can build
- The shooter alternates shots on C then D and then moves position.
- From the right side the shooter must shoulder the rifle in his/her right shoulder. From left side the shooter must shoulder the rifle in his/her left shoulder.
- 1 point per hit

Stage 7 - “Game Hunting” ¼ Scale and Life size “Trophy” Animals.

Targets(s): ¼ scale animals Mule Deer (C.), Antelope (D), Howling Coyote (G), Woodchuck (I) Black Crow (M)

Rules:

- Time limit: 2 minutes (120 seconds).
- Shot limit: none – Shooter must engage targets **near to far** in order to move on to next farther target
- 1 point per hit
- 2 points per hit on mule deer vitals aperture (Red flapper must pop over back)
- Gear restrictions: Shooter can use props in the stage or set up additional gear on the clock

Stage 8 – “Good guys and Bad guys”

Targets: Hostage rack at (D) and IPSC (L) and (P)

Rules:

- Time limit: 2 minutes (120 seconds)
- Shot limit - none
- Shooting position: shot off roof top
- Gear restrictions: none but all gear must be on the roof
- Engage the leftmost “bad guy” (Not white) on the hostage rack (D) and then move to engage the long distance ¼ scale IPSC’s at (N) and (O).
- shooter must hit each target to move on (i.e. hit the IPSC at (N) to move on to the IPSC at (O))
- The shooter then engages the next smaller bag guy at (D)
- If the shooter hits any hostage (white head) on the rack (D), **they lose all points and turn is over.**
- One point per hit

Stage 9 – Lollypop Rack – “Build and break position”

Rules: Time limit: 60 seconds

- Shot limit – none
- Shooter starts by resetting the rack w/gun leaning against posts, mag out bolt open
- Shooter starts on leftmost post and moves to the next nearest post after every two shots.
- Targets shot left to Right
- If the shooter clears all lollypops then his/her turn is done
- One point per hit

General SAFETY NOTES

1. No one steps off the concrete pad down range
2. Beware and watch for people on the 200 yard targets on both the police and Big Bore ranges
3. Anyone can call a ceasefire!
4. We must coordinate cease fires with big-bore and police ranges
5. Guns should be stored in the racks actions open magazines out.
6. Shooters start with action open and magazine in hand – only insert magazine when time starts.
7. Only close the action when sights are aligned on target.
8. Clear rifle: remove magazine and open action and check the chamber before leaving the line.
9. Guns can be placed on the line facing downrange if the barrel is beyond the edge of the concrete pad.
10. Every shooter **MUST** open the bolt (bolt action rifles) with any movement in a stage. They should not close the bolt until the gun is on target. Semi-auto require that each shooter put on the safety and yell out “**Safe**”! before changing positions.