

## **Pikes Peak PRS Regional Match**

Stages are 2 minutes/120 seconds | 84 Rounds

No Pre-Staging on Props – Feel with your Eyes – No Moving Props

All targets ranged from the target T-post back to a truck parked at the stage location.

### **Stage 1 – High Speed Watering Hole**

*Round Count: 12/12 Possible Points - Teal IPSCs x4)*

The shooter will start with rifle/all gear in hand behind the tank. Upon start command, shooter will engage all targets with 2 rounds each from the rearmost point of the guard rail (marked by black tape), in this sequence: T1 - T2 - T3 - T4. The shooter will then move to the right corner of the tank (marked by black tape) and repeat with 1 round each.

**T1: 615          T2: 604          T3: 632          T4: 684**

### **Stage 2 – Bet You Can't Spin It**

*Round Count: 10/10 Possible Points – Neon Green Spinner & P-Dog*

The shooter will start mag in, bolt back, with all gear in hand, behind the tire. Upon start command, shooter will engage the spinner (top or bottom) with 3 rounds, hit or miss move on. The shooter will then pan to the p-dog and engage for 2 rounds, hit or miss move on.

Shooter will move back to the spinner and engage for 2 impacts – HIT TO MOVE. Once two impacts have been made, shooter will engage the P-Dog for the final rounds for dem impacts.

**Spinner: 620    P Dog: 320**

### **Stage 3 – Tank Trap Blue**

*Round Count: 9/9 possible points – Blue IPSCs*

The shooter will start mag in, bolt back, all gear in hand. Upon start command, shooter will engage the array in this sequence: T1 – T2 – T3 with 1 round each, hit or miss move on from the left or right points of the trap. Shooter will move to the opposite point and repeat the shooting sequence.

Final position is from the center V. From there shooter will engage the array in this order: T2 – T1 – T3 with one round each, hit or miss, move on. (*Target distances are left to right*)

**T1: 680          T2: 684          T3: 694**

### **Stage 4 – ComancheCade**

*Round Count: 12RNDs – 1 Lever Gun / 13 possible points – White Targets – Blue Posts*

2 bags max, no other gear allowed.

The shooter will start with bolt rifle staged on the ground, lever gun at low ready/chambered. Upon start command engage close range ISPC with 1 round & stash lever gat on mat. The shooter will safety acquire bolt rifle & move to the top rail section on either side and engage the array in this sequence: T1, T2, T3 with 2 rounds each, hit or miss move on.

Shooter will then move to the lower portion of the barricade and engage the array in this sequence: T2, T3, T1, with two rounds each. Hit or miss move on.

**T1:** 491 8" square      **T2:** 338 - 8" circle      **T3:** 400 - 10" square

### **Stage 5 – Barrel Racer Land**

*Round Count: 9/9 possible points – Red Circles \*timed tie breaker\**

The shooter will start mag in, bolt back, all gear in hand and engage targets in this sequence: T1, T2, T3, T3, T2, T1. Hit or miss, move on. The shooter will then move to the other barrel and engage targets in this sequence: T3, T2, T1, all with 1 round each, hit or miss move on.

**T1 - 645**                      **T2 - 645**                      **T3 - 653**

### **Stage 6 – Goldmember**

*Round Count: 10/10 possible points – 5 Gold IPSCs*

The shooter will start prone in the bed of the truck, mag in bolt back. Upon start command shooter will engage target array in this sequence: T1, T2, T3, T4, T5, T5, T4, T3, T2, T1 with 1 round each. Hit or miss, move on. (One shot each out and back, simply put)

**T1 – 415**      **T2 – 629**      **T3 – 806**      **T4 - 932**      **T5 - 1132**

### **Stage 7 – Spoolicious Cesar**

*Round Count: 10/10 Possible Points – Black Circles*

The shooter will start mag in, bolt back, all gear in hand. Upon start command shooter will engage targets near to far in this sequence. Hit or miss, move on. T1x2 T2x2 T3x3 T4x3

**T1:** 536      **T2:** 577      **T3:** 664      **T4:** 800

### **Stage 8 – Quigley's 1MOA(ish) Troop Line**

*Round Count: 12/12 possible points – Brown Poppers*

The shooter will start standing behind staged rifle, no looking through glass, at the ready. Upon start command shooter will go prone and engage the array near to far with 2 rounds each. Hit or miss move on. Fastest time wins a stage prize from Flint Weapon Systems.

**T1 – 267**      **T2 – 397**      **T3 – 488**      **T4 – 590**      **T5 – 696**      **T6 - 801**

### ***\*Eversul Optional Side Stage\****

We are doing a side pot stage for one of our long time shooters and friend Phil Eversul to help with health bills for his wife. \$20 buy in gets you a playing card with a matching number to a card on the zero board. Smallest 5 round group takes 25% of the pot. Card can be shot before the match at zero or after while we are tallying scores up until range is cold. Please limit your time to a reasonable amount to not cause a backup.

Cards will be collected and measured and winnings will be mailed if the shooter wishes to leave promptly at the matches end.