

**Quinton MARS
&
Tactical Bench Rest
.22lr Match Book
April2024**

& Tactical Bench Rest

General Information

Range location: Quinton Sportsman Club, 346
Jericho Rd.

Salem NJ,08079

Match Director: Mike McCourt 856-912-5266
Text only.

WEB: quintonmars.weeble.com

Instagram : Quintonmars-prs

Email: quintonmars1@gmail.com

Stage ideas: sjidpa@gmail.com Bill

Gates Open: 7am

Registration: 8am

Safety Brief and walk thru: 9am

Match Starts: 9:15 am

THERE WILL BE A ZERO PERIOD. 8:30 - 9:00am ONLY

Welcom To NJ NO NFA: Sorry.

Series Rules:

Please ensure you understand the rules for the match, and you adhere to the rules.

Use of high-visibility empty chamber indicator (ECI) device is required at all times except when shooting.

When transporting unloaded rifles, MUZZLES UP. per club rules, you may carry or sling

an uncased rifle. If using a cart or wagon the muzzle may be pointed down and always use a ECI devise

Any movement, including barricades and transitions, must be done with the action open.

Semi-automatic rifle exception: The competitor must engage the safety and yell "SAFE" loud enough for the Range Officer to hear with ear protection.

****Failure of the competitor to follow previous two bullet points will result in the competitor returning to the previous position and complying with the rule.**

*****Break any of these rules and you will have a short day.*****

A competitor who causes an accidental discharge will be stopped by a Range Officer as soon as possible and shall be disqualified. Examples of unsafe gun handling include:

Allowing the muzzle of a firearm to break the 180-degree safety plane.

Allowing the muzzle of a firearm to point at any part of the competitor's body during a course of fire (i.e. sweeping, muzzling, etc.).

Range Commands

"Load and make READY" (You may now load your firearm and assume the starting position.)

"ARE YOU READY?" (An affirmative nod or verbal "yes" will suffice.)

"STANDBY" (The timer will be activated in 1-5 seconds, signaling the start)

"BEEP" (The timer has started. Engage the targets until completed or the par time elapses. Reload safely as required.)

"IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR" (Remove the magazine, open the action to eject round, and allow the Range Officer to visually inspect that the chamber is empty. **If you have a tight chamber and unable to eject a round you may fire into the berm only, if you intentionally fire a round at a target you will receive a 0 for the stage.** Insert the ECI.)

"RANGE IS CLEAR" (Shooting is finished, and scoring will commence. Reset targets as necessary.)

At any time, an RSO may issue the **"STOP or CEASE FIRE"** command in the event of a safety issue or hazardous situation. You should cease any actions (in effect FREEZE, DON'T MOVE), and await further instructions.

Trophies, and Prizes Explained

Match Tie Breaker Info

Scoring

Each shot for the match, will be worth 1 point..

Timing

Shooters are required to complete the stage of fire in the prescribed time limit. Timers should be placed, closed enough to the shooter to capture the last shot. Any shot that goes off during or after the timer, that registers over .30, will not count.

.30 = Good .31 or higher = No hit

Shooters who OPT to run a suppressor – Well Sorry you can't.

STAY OFF ALL RANGE PROPS UNTIL ITS YOUR TURN TO SHOOT. – in order to make things fair for everyone, no one should be on any props testing, measuring, and gaming, until it's your turn to shoot.

Unsportsmanlike DQ – Anyone who alters, or moves a prop, or **blatantly** circumvents the stage COF as intended will receive a stage DQ. Remember this is a game and we are trying to maintain a level and fair playing field for all.

Tactical Bench Rest - (TBR) allows shooters to shoot all the targets from the bench, using your rifle with a **bipod** and **one bag**, not requiring the physical requirements of using PRS props. This division was created to allow anyone, who wishes to shoot a PRS match with targets of varying distances. We may incorporate a separate list of description, for TBR to make it a bit more interesting. A **MEENINGLESS TASK** or (**MT**) might be incorporated, for example, flipping over an item, after a few shoots, or extra magazine change. All rules of the match and stage must be followed. If you would like to use a prop, you may, but your score will be listed under TBR. Young and new shooters may be coached with targets and procedures but not where their impacts are unless it poses a danger.

Stage #1:	STAGE 1
Max # of Rounds:	12
Points per hit:	1
Max points:	12
Targets & Distance:	2"@ 75y 6" Mover @ 140y
Target Indicator Color or Shape	Pink
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	-Standing, all gear in hand, magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	2rd each Near to Far prone, 2rd each near to far from marked Saw Horse. HIT OR MISS
Tactical Bench Rest (ONLY):	Load gun on the clock: 2rds near to far hit or Miss until all rds fired.

*****All equipment will be deployed on the clock*****

Score - /

Notes -

Stage #2:	Stage 2
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	4"@ 95y
Target Indicator Color or shape	Blue
Time Limit:	90 seconds
Allowed Equipment:	NO REAR BAG
Start Position:	-Standing all gear in hand, mag inserted. -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	BEEP: 2rds each Using all 5 positions on the tank trap. Hit or miss.
Tactical Bench Rest (ONLY):	Beep: Mag change after every 2 shots. Hit or miss.

*****All equipment will be deployed on the clock*****

Score - /

Notes -

Stage #3:	Stage 3
Max # of Rounds:	8
Points per hit:	1
Max points:	8
Targets & Distance:	KYL 8 @ 73y
Target Indicator Color and Shape	green
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	-Standing on the mark, all gear in hand, magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open with empty chamber
Description:	BEEP: Using to top of the barrel,engage KYL from Biggest to the smallest, hit to move.
Tactical Bench Rest (ONLY):	BEEP: Engage kyl, Big to Little Restart after a miss stop at any time.

*****All equipment will be deployed on the clock*****

Score - /

Notes -

Stage #4:	Stage 4
Max # of Rounds:	12
Points per hit:	1
Max points:	12
Targets & Distance:	1.5"@ 30y 5"@ 140y 8"@ 202y
Target Indicator Color or Shape	White
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	- Standing on the mark, all gear in hand, magazine inserted - Bolt action, bolt open with empty chamber - Semi-auto, bolt open with empty chamber
Description:	BEEP: 2rd each target near to far, changing position on the ladder with each distance change. Hit to move.
Tactical Bench Rest (ONLY):	BEEP: 1rd each Near to Far, Hit to move until all rds fired.

All equipment well be deployed on the clock

Score - /

Notes -

Stage #5:	Stage 5
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	Snake @ 140y
Target Indicator Color or Shape	Purple
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	<ul style="list-style-type: none"> - Standing on the mark, all gear in hand, UNLOADED. - Bolt action, bolt open with empty chamber - Semi-auto, bolt open or closed on empty chamber
Description:	BEEP: Go prone and engage snake.
Tactical Bench Rest (ONLY)	BEEP: Load and engage snake.

All equipment will be deployed on the clock

Score - /

Notes -

Stage #6:	Stage 6
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	KYL 4 @ 50y Small Silhouette@ 200y
Target Indicator Color or Shape	Pink
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	- Standing on the mark, all gear in hand, magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open with empty chamber
Description:	BEEP:with 1rd Engage KYL, then 1rd far target, repeat until all rds are fired big to small, hit to move. On marked position on the tires.
Tactical Bench Rest (ONLY):	BEEP: same ex(1rd kyl then 1rd steel you must hit every target to move on to the next target.)

All equipment well be deployed on the clock

Score - /

Notes -

Stage 7	Stage 7
Max # Rounds	10
Points per hit:	1
Max points:	10
Targets & Distance:	Spinner@ 65y 10"@ 205y
Target Indicator Color or Shape	Yellow
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	-Standing All gear in hand, mag inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open empty chamber
Description:	BEEP: Engage spinner till spun, Then far target all from platform, Hit or miss 1 point for spun target + Hits on far target.
Tactical Bench Rest (ONLY):	Beep: Same

All equipment well be deployed on the clock

Score - /

Notes -

Stage #8:	Stage 8
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	2"@ 55y 3"@ 70y 4"@ 115y
Target Indicator Color or Shape	RED
Time Limit:	90 seconds
Allowed Equipment:	None
Start Position:	- Standing on the mark, NO Mag in gun -Bolt action, bolt open with empty chamber -Semi-auto, bolt open with empty chamber
Description:	BEEP:
Tactical Bench Rest (ONLY):	BEEP: Load Engage each target near to far, 2 shots on the 2", 3shots on the 3" and 4 Shots on the 4", then 1 shot on the 2"

All equipment well be deployed on the clock

Score - /

Notes -

Stage #9:	Stage 9
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	Mikes Star @ 125y
Target Indicator Color or Shape	Green
Time Limit:	90 seconds
Allowed Equipment:	any
Start Position:	-Standing on the Mark, Magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open with empty chamber
Description:	BEEP:
Tactical Bench Rest (ONLY):	BEEP: Engage Mikes Star 1rd each color, then repeat, Hit or miss.

*****All equipment will be deployed on the clock*****

Score - /

Notes -

Stage #10:	Stage 10
Max # of Rounds:	10
Points per hit:	1
Max points:	10
Targets & Distance:	1/2" KYL at 45y and 1/4" KYL@ 45y Approx 10' apart.
Target Indicator Color or Shape	White
Time Limit:	90 seconds
Allowed Equipment:	Any
Start Position:	-Standing on the mark, Magazine inserted -Bolt action, bolt open with empty chamber -Semi-auto, bolt open or closed on empty chamber
Description:	BEEP:
Tactical Bench Rest (ONLY):	BEEP: Engage each target with 1rd each Hit or miss.

All equipment well be deployed on the clock

Score - /

Notes -

