

Calling all Extreme Long Range Rimfire Shooters! Come stretch it out during our ELR Rimfire challenge. Four to six (4-6) different targets ranging from 200 to 600+ yards. Shooting 12" square steel targets. Shooting through a rugged rolling terrain with swirling winds. This will be an ELRCentral sanctioned event and will qualify shooters for a World Record Attempt. In addition to this we will be recording distances of competitors furthest impacted target for a Kansas State record in 22LR. Awards presented by Kansas State Rifle Association or designee.
Sign up today and reserve your spot!

Match Fee \$60

Lunch Included Awards and Prizes following the match

Limited Lodging is available on site. Group lodging available. Call for reservations.

MATCH SCHEDULE

SATURDAY MARCH 16th

0700-0830 CHECK-IN and Sight-in/Check Zero (Practice Range 1)

ALL SHOOTERS MUST BE CHECKED IN BY 0830 SATURDAY

0830 Mandatory Shooters Meeting

0900-1500 Course of Fire (Start @ The Hill Range)

1600-1700 Award Ceremony, and Prizes

ELR RIMFIRE SPECIFIC RULES

Each shooter will Shoot in two rounds, and will be randomly assigned to a numbered squad, and a squad position. Squads will shoot in order of their number, shooters will shoot in order of their number within their squad.

Approximate target distances: 200-300-400-500-600 yards

In round ONE, each shooter will engage targets 1,2,3. In round TWO, each shooter will engage targets 4, 5, 6 etc. Round two will be contingent on adequate time to execute. If there is no time for round two, match will end after round one.

Each shooter will shoot each target until 3 hits are acquired and move on to next target, or a maximum of 5 attempts per target. Then move to the next target in that round.

Once a shooter has engaged all targets in that round (Round ONE targets 1,2,3, Round TWO targets 4, 5,6 etc.) He is done for that round and the next shooter is up. Only one shooter will fire at a time.

Squad one will approach the line and be allowed 5 minutes for set up. Squad two will be setting up while squad one is shooting. Squad three will be in staging area. When squad one is done, they will vacate the line and squad three will move into their place. At this time squad four will move into staging. And so on until all squads have shot round one.

This process will be repeated in round two. There will be a designated RO to help get squads into place.

Each shooter will be allowed 5 minutes firing time in round one and 4 minutes in round two.

SCORING

Hits will be scored as follows. Farther targets will score higher, and earlier hits will also score higher. Only 3 hits will be scored per target.

Target 1: Hits score 5,4,3,2,1

Target 2: Hits Score 10,9,8,7,6

Target 3: Hits score 15,14,13,12,11

Target 4: Hits Score 20,19,18,17,16

Target 5: Hits score 25,24,23,22,21

Target 6: Hits score 30,29,28,27,26

Highest scoring shooter will be determined the event Champion. Awards will be presented to the top 3 shooters. All ties will be decided by the shooter with the highest score on the farthest target. If there is a tie there, then the next farthest target etc.

MATCH RULES

1: Targets will be 12" x 12" square and no target closer than 200 yards. Match will consist of the majority of targets past 300 yards. No Target closer than 300 yards will qualify for a record.

2: One rifle per shooter. Two shooters cannot share one rifle.

3: No rail guns or bolted down shooting systems

4: No restrictions on optics or aiming devices

5: 22 caliber Long Rifle only. Magnums or necked down cartridges not allowed.

6: Shooters will be permitted one spotter.

7: Match directors will be impartial and will not coach or assist shooters.

8: RO's will establish shooting orders and squads through a random draw system.

9: Shooting can be done from any position, to include prone, sitting, kneeling or standing with a bipod or tripod. Shooters may have one rear bag to support the rear of the stock. If a shooter requires the use of a bench, they will need to bring their own bench to the line, unless the range has benches available on the firing line.

10: Accommodations will be made for shooters with physical restrictions at the match director's discretion.

11: Shooters will be run in squads in relay. On command, shooters will line up on the line firing line behind their rifles.

12: Once the shooter is given the command to fire, timer will start at that point.

13: The next shooter on the line should be prepared to shoot immediately following the previous shooter when commanded by the RO.

14: "Impact" will be clearly announced by the match director or his designate for everyone to hear.

15: Impacts on targets must be a direct hit. Skip shots or ricochet's will not be scored.

16: Any series of hits on shots 1,2 and 3 consecutively, on targets beyond 300 yards, will possibly qualify as a Rim Fire 22 LR world record. Previous records must be broken by at least 10 yards.

17: If more than one shooter scores hits for shots 1,2 and 3 for record, those shooters will hold the world record until another shooter does the same at a longer distance.

18: Scoring will reflect higher points awarded for first round hits, and decrease as shot numbers increase, and farther target distances will reflect higher points awarded than closer targets.

19: All shooters and spectators will be required to sign a liability wavier.

20: Additional administrative and range safety rules may be given at the pre-match briefing. Rifles will be cased or chambers open with empty chamber indicators unless shooter and rifle are on the line and preparing to fire.

21: RO's and Match Directors reserve the right to remove and shooter or spectator from the line and or event, for unsafe firearm handling.

MATCH SIGN UP

You can call the Ringneck Ranch Inc. (785) 373-4835 during business hours 9-5 CST.
Match Director: Tyson Seirer, tyson@ringneckranch.net, (785) 534-0266.

An online match registration will be posted on the Ringneck Ranch Website and Facebook pages.