

Rio Vaqueros First Annual Combined Rifle Pistol Match

Safety:

- All firearms must remain unloaded except when on the firing line
 - Pistols must be carried unloaded in a holster or unloaded and cased.
 - Rifles must be carried unloaded, mag out (if applicable), with either bolt removed or chamber flag inserted. Unloaded rifles may be cased.
 - Muzzles must be pointed in a safe direction at all times. Fanning anyone with a muzzle will result in a match DQ.
 - A negligent discharge will result in a match DQ.
 - Eye and ear protection are mandatory.
 - There will be a mandatory safety meeting at 8:00 AM before the match. You must attend and sign a waiver to shoot.
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Stage 1: Know Your Dope

- Firearm: Any rifle max caliber .30, NO Magnums
- Shooting Area: Main Rifle Range
- Targets: steel plates (6" 8" 12") @ 200, 400, 600 yds
- Time: 6 minutes
- Start Position: Standing, rifle on bench or ground mat, mag in, bolt back
- Max Rounds: 6
- Points Available: 6
- Description: RO will instruct shooter to load and make ready. Upon start signal, shooter will take seat or stand at bench or go prone and engage the targets with two shots each near to far. Proceed to next target after two shots. Rifle will be set on bench or mat to start. Shortest time will be used as tie breaker.
- Support Gear: Any

Stage 2: Barricade This

- Firearm: Any rifle max caliber .30 NO Magnums
- Shooting Area: Pit immediately west of main rifle range
- Targets: Four steel targets at various distances from 100-200 yds
- Time: 3 minutes
- Start Position: Standing, rifle at port arms, mag in, bolt back
- Max Rounds: 8
- Points available: 8
- Description: RO will instruct shooter to load and make ready. Upon start signal, shooter will take any position on barricade except prone and engage targets left to right with two rounds each. Shortest time will be used as tie breaker. Support Gear: Any

Stage 3: Plate Popper Pepper Rack

- Firearm: Any pistol/revolver max caliber .45
- Shooting Area: Main Pistol pit
- Targets: Six 8" round plate rack and 6 steel poppers from 10-20 yds
- Time: unlimited
- Start Position: Standing at table, pistol unloaded on table or in holster. Mags on table or in mag holders
- Max Rounds: Unlimited (12 minimum)
- Scoring: Lowest time wins. 5 second penalty per missed target
- Description: RO will instruct shooter to load and make ready. Upon start signal shooter will engage all targets in any order. Targets must be knocked down. Shooter must make one mandatory reload somewhere during the course of fire. If using the same mag for reload, shooter must touch the mag to his/her hip before replacing it in the pistol.

Stage 4: The A Zone

- Firearm: Any pistol/revolver max caliber .45
- Shooting area: Pistol pit next to main pistol pit
- Targets: 5 Paper IPSCs at 5, 10, 15, 20, 25 yds
- Time: unlimited
- Start position: Standing at table, pistol unloaded on table or in holster. Mags on table or in mag holders
- Max Rounds: Unlimited (10 minimum)
- Scoring: Lowest time wins. Hits in A zone incur no time penalty. C zone adds 1 second, D zone adds 2 sec. Missed target adds 5 sec
- Description: RO will instruct shooter to load and make ready. Upon start signal, shooter will engage all targets with at least two shots each in any order. The object is to hit in the A zone. Shooter must make one mandatory reload somewhere during the course of fire. If using the same mag for reload, shooter must touch the mag to his/her hip before replacing it in the pistol.