



BRIDGEPORT ROD & GUN CLUB PRESENTS THE
**PRECISION RIFLE SHOOTING
COMPETITION**

SEPTEMBER 12, 2026

10AM - 1PM

BRESLAU, ON



**THIS COMPETITION IS LIMITED TO 22LR
CALIBER ONLY | PRIZES |**

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Competition Information

Stage 1 (100 Meter Range)

Starting at the bench with the rifle **unloaded, bolt back, and barrel pointing downrange**, with **one magazine loaded with 5 rounds** beside the rifle.

On the “**Engage**” command, the shooter will insert the magazine and close the bolt.

The shooter may engage the **top two targets for sighters** with as many rounds as they wish.

Once sighted, the shooter must engage **Target 1 with five rounds**. The shooter will then engage **Targets 2, 3, and 4 with five rounds each**.

The shooter has **8 minutes** to complete their sighters and the four five-shot groups.

Once time has expired or all targets have been completed, the shooter must **unload and make the rifle safe**.

Scoring

Each target has a potential score of **50 points**, for a total possible stage score of **200 points**.

If more than five shots are on any target, **only the five lowest-scoring shots will be counted**.

Stage 2 (100 Meter Range)

Starting at the bench with the rifle **unloaded, bolt back, and barrel pointing downrange**, with **one magazine loaded with 5 rounds** beside the rifle.

On the “**Engage**” command, the shooter will insert the magazine, close the bolt, and engage the targets with **one round per circle**.

There are **three sighter circles** at the bottom center of the target. The shooter may engage these sighter circles, if desired, with as many rounds as they wish.

The shooter has **8 minutes** to complete the target.

Once the target has been completed or time has expired, the shooter must **unload and make the rifle safe**.

Scoring

Any shot **breaking the inner edge of a circle** is worth **1 point**.

The target has **20 scoring circles**, for a total potential score of **20 points**.

Stage 3 (25 Yards Bench Rest)

Starting at the bench with the rifle **unloaded, bolt back, and barrel pointing downrange**, with **one magazine loaded with 5 rounds** beside the rifle.

On the “**Engage**” command, the shooter will insert the magazine, close the bolt, and engage the targets with **one round per circle**.

There are **three sighter circles** at the bottom center of the target. The shooter may engage these sighter circles, if desired, with as many rounds as they wish.

The shooter has **8 minutes** to complete the target.

Once the target has been completed or time has expired, the shooter must **unload and make the rifle safe**.

Scoring

Any shot **breaking the inner edge of a circle** is worth **1 point**.

The target has **25 scoring circles**, for a total potential score of **25 points**.

Stage 4 (25 Meter Range Standing Unsupported)

Starting at the firing line with the rifle **tabled, bolt back, magazine out, and barrel pointing downrange**, with **one magazine loaded with 5 rounds** beside the rifle.

On the “**Engage**” command, the shooter will pick up the rifle from their **standing, unsupported shooting position**, insert the magazine, and close the bolt.

The shooter may engage the **top two targets for sighters** with as many rounds as they wish.

Once sighted, the shooter must engage **Target 1 with five rounds**. The shooter will then engage **Targets 2, 3, and 4 with five rounds each**.

The shooter has **8 minutes** to complete their sighters and the four five-shot groups.

Once time has expired or all targets have been completed, the shooter must **unload and make the rifle safe**.

Scoring

Each target has a potential score of **50 points**, with Stage 4 worth a total of **200 points**.

If more than five shots are on any target, **only the five lowest-scoring shots will be counted**.

Competition Rules & Scoring

The course has a **total potential score of 445 points**. The winner will be the shooter with the **highest score** at the end of the competition.

The **highest number of X's hit** will be used to determine the winner in the event of a tie.

In the unlikely event that there is still a tie, all tied shooters will take a **single shot at a bullseye, unsupported, at 25 yards**, using a **supplied iron-sight-only rifle and ammunition**. The shooter whose shot is closest to the bullseye will be declared the winner.

Bragging rights in the club will be posted in the following newsletter, proclaiming the best rimfire shooter in the club. Additionally, there will be **small prizes for the top-ranking shooters**.

Rifles & Ammunition

Rifles must be chambered in **.22 LR only**.

Magazine-fed rifles are preferred, but **single-shot and tube-fed rifles are welcome**.

The **same rifle and ammunition** must be used for all four stages. Only **one magazine is permitted per competitor** for this competition to keep things fair.

Shooters will start each stage with a magazine loaded with **5 rounds** and must reload as needed for the consecutive strings of fire.

Timing & Range Commands

The event will be **timed**. All competitors must begin shooting on the RSO's **“Engage”** command.

The RSO will call **“Time”** when the allotted time for the course of fire has elapsed.

Safety

A **“Cease Fire”** will be called if a safety violation is observed. It will be at the discretion of the observing RSO to determine if and when fire may continue.

All club rules must be observed at all times.

Safety Briefing

A **mandatory safety briefing will take place at 9:30 AM** to review these competition rules as well as the club range rules.

Any questions can be asked during the safety briefing or sent to the **email address used for registration** (prs@brgclub.com).