

RBGC
Vintage/Modern Sniper Rifle Match
Nov. 21, 2009

Competitor Name	Class	Class Aggregate	Stage 1 Close/Center	Stage 3 For-Score	Stage 4 (scenario below)					Total	Stage 5		Stage 6			Stage 7			
					Trks +10	LAV +10	Pstrs (+5)	Tank (-10)	Bonus (min. 6 trk = 20 pts)		# Hits	Grp Size	Foil Hits (+5)	Shot thru scope (+20)	Total	A (+5)	B/C (+3)	D (+2)	Total
Jeff Bolles	Vin	167		93-1x	5	0	0			50			0	0	0	2	2	4	24
Larry McGinness	Vin	132		74-0x	2	1	1			35			2	0	10		1	5	13
John Rea	Vin	129		79-0x	1	2	0			30			0	0	0	1	3	3	20
John Schudel	Mod	222	1st	93-1x	6	2	3	20	115			1	0	5		1	3	9	
George Wilson	Mod	144		82-1x	4	1	0			50			0	0	0	0	2	3	12
Scott Coleman	Tac	248		94-2x	6	2	4	20	120	5	3rd	2	1	30			2	4	
Matt Kubic	Tac	241		98-4x	6	2	3	20	115			1	1	25		1		3	
Bo Seppenfield	Tac	219		94-1x	7	1	3	20	115			0	0	0		2	2	10	
Justin Urbantas	Tac	210	3rd	89-2x	5	3	3		95	5	2nd	0	0	0	1	5	3	26	
John Black	Tac	200	2nd	94-2x	5	2	0		70			2	0	10	0	6	4	26	
Mike Touchstone	Tac	193		97-3X	5	2	2		80			2	0	10			3	6	
Josh Page	Tac	183		93-2x	5	0	3		65			1	0	5	2	2	2	20	
Jack Talley	Tac	171		84-0X	4	0	1		45			1	0	5	6	1	2	37	
Matt Fitzmayer	Tac	140		96-2x	1	1	0		20			0	0	0	1	1	8	24	
Mike Upchurch	Tac	122		65-0x	4	0	1		45	5	1st	1	0	5	0	1	2	7	
Doug Bach	Tac	118		78-0x	1	1	1		25			0	0	0	2	1	1	15	

Aggregate total of stages 3,4,6 & 7

Stage 2 was "Sight-In" and not scored.

- 1st Place
- 2nd Place
- 3rd Place

Match Date - Nov. 21, 2009

Match Location - River Bend Gun Club, Dawsonville, Ga.

Match Director - B. L. Franklin (blfrankjr@aol.com)

RBGC

Vintage/Modern Sniper Rifle Match

Nov. 21, 2009

Stage 4 Scenario:

Score: Trucks 10 points, light armor 10 points. Stop all high value targets and get 20 bonus points. No-shoot vehicles deduct 10 points. Hit white pasters for an extra 5 points.

Your orders: A group of vehicles has moved into your field of fire and must be stopped. Trucks are your high value targets; if you stop the trucks, the armor will stop too. Artillery will take care of the armor once stopped. Don't shoot the tank. Trucks require at least two shots each to stop. You may engage any of the light armored vehicles with one shot each.