



Clinton House Plantation

Open Daily 9am - 5pm

15171 SC-56, Clinton, SC 29325

(864) 833-0274

- Sporting Clays
- 5-Stand
- 300-Yard Range
- 1000-Yard Range
- 1 Mile Range
- Pistol Range
- Instruction
- Quail Hunting
- Tower Shoots
- Deer Hunting
- Pig Hunting
- Duck Hunting
- Turkey Hunting
- Pro Shop

Onsite Lodging Available

Ask About Memberships

The Clinton House Plantation



and

TAG Precision

is Proud to Present...

The 2024

South Carolina Precision Rifle Challenge at the Clinton House Plantation

Name _____

Squad 1

June 15, 2024

Welcome

The Clinton House Plantation and Tommy and Dianne Goodson of TAG Precision, would like to welcome you to The 2024 South Carolina Precision Rifle Challenge at the Clinton House Plantation!

Everyone can help match efficiency by being ready when on deck as well as assisting the RO's with duties.

As our sport grows, we welcome new shooters. Please support these newcomers and show them the comradery and sportsmanship the PRS community is known for.

2024 Clinton House PRS Schedule

Centerfire

April 6, 2024

June 15, 2024

Aug 10, 2024 - **Qualifier**

September 29, 2024 - **Club Series Finale**

October 19, 2024 - **PRS Atlantic Coast Region FINALE**

Rimfire

April 7, 2024

June 29, 2024

August 11, 2024 - **Qualifier**

September 28, 2024 - **PRS Atlantic Coast Region FINALE**

1 October/November - **Club Series Finale TBD**

Thank You!

The PRS community has welcomed us with open arms. We cannot thank everyone enough for your ongoing support.

We appreciate all of the shooters who come out to compete here at The Clinton House. We hope you feel as much at home here as we do.

Thanks to our Range Officer's, without them these matches would not be possible.

Last, but certainly not least, Thank you to our friends at The Clinton House Plantation and Mike Sexton for their invitation and investment in our sport.



Combined Scores

Stage 1. Wide open Spaces -

Score: ____ / 9

Stage 2. The Pied Piper -

Score: ____ / 10

Stage 3. Mozambique -

Score: ____ / 10

Stage 4. NEW PRS Skills Stage -

Score: ____ / 10

Time: _____

Stage 5. All Tied Up -

Score: ____ / 12

Stage 6. Tank Trap Boogie -

Score: ____ / 10

Stage 7. Spool of Love -

Score: ____ / 10

Stage 8. Stoned-

Score: ____ / 10

Stage 9. Pick a Pipe -

Score: ____ / 12

Stage 10. Bus-ted -

Score: ____ / 8

Total Score: ____ / 101

Match Rules

- ECI's (Chamber Flag) will remain in the rifle's chamber until the RO gives the command to remove
- The 120 degree rule must be adhered to at all times. No shooter will point their muzzle any more than 60 degrees off of the direction of fire in either direction
- Negligent/Accidental Discharges will result in a match DQ
- Both RO and Shooter will sign/initial each score, this being the arbitration period for that score
- No shooter will enter the shooting area until directed by RO
- All firearms will be positioned with the muzzle pointed downrange on the firing line
- Stage of fire not shot as briefed will not count for score
- Anytime a shooter is moving or changing positions the bolt must be in the open position, semi-automatics must engage the safety with an audible "SAFE!"
- Shooters are allowed a grace period of .30 after par time. Example, target impact at 90.30 will count for score, target impact at 90.31 will NOT count for score

Stage 1. Wide Open Spaces

Time limit: 105 seconds

Score: ____/9

Shooter will start prone with mag in, bolt back, sighted in on target and engage the targets near to far with three rounds each, advancing hit or miss, from the top of the connex tower.

NOTE* Four shooters will be prone at a time in shooting order from left to right. Please be considerate with excessive movement while another shooter is engaging.

A – 691 yards

B – 822 yards

C – 937 yards

Notes:

3 *Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

Stage 10. Bus-ted

Time limit: 105 seconds

Score: ____/8

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the single target with two rounds, advancing hit or miss from the four designated windows on the bus. Windows may be shot in any order. No window may be repeated.

B – 592 yards

Notes:

*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

Stage 9. Pick a Pipe

Time limit: 105 seconds

Score: ____ / 12

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the mover with four rounds, then the KYL targets left to right with two rounds each, advancing hit or miss from any pipe.

Mover – 448 yards

P – 586 yards

Notes:

Stage 2. The Pied Piper

Time limit: 105 seconds

Score: ____ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the targets left to right with one round each, advancing hit or miss from any two positions on the pipes. Shooter will repeat the engagement from a third position; however, shooter will engage the middle target with two rounds (double tap). No position may be repeated. No prompting of shooting sequence on the clock.

J – 534

K – 528

L – 501

Notes:

11 *Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

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Stage 3. Mozambique

Time limit: 105 seconds

Score: ____ / 10

Shooter will start mag in bolt back and engage the targets with a Mozambique Drill from three of the four designated positions on the fence (two rounds to the body, one round to the head), advancing hit or miss. The fourth position will be a single head shot. Positions may be shot in any order. No position may be repeated.

4 – 455 yards

Notes:

5 *Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

Stage 8. Stoned

Time limit 105 seconds

Score: ____ / 10

Shooter will start with all gear in hand, mag in bolt back and engage the targets large to small with one round each, advancing hit or miss, from five positions on the rocks. Positions may be shot in any order. No position may be repeated.

D – 625 yards

Notes:

*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

Stage 7. Spool of Love

Time limit: 105 seconds

Score: ____ / 10

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the targets near to far, with two rounds each, advancing hit or miss from the spool of love. Shooter will then re-engage the middle and near targets with two rounds (1,2,3...2,1).

1 - 494 yards

2 - 950 yards

3 - 836 yards

Notes:

Stage 4. NEW PRS Skills Stage

Time limit: 105 seconds

Score: ____ / 10

Time: _____

THIS WILL BE THE TIE BREAKER STAGE

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the targets large to small with one round each, advancing hit or miss, from the four designated positions on the barricade.

Shooter will then repeat one of the first three positions for a total of five positions.

G - 400 yards

Notes:

Stage 5. All Tied Up

Time limit: 105 seconds

Score: ____ / 12

Shooter will start with all gear in hand, mag in bolt back from the designated start position and engage the targets near to far with two rounds each, advancing hit or miss, from three positions on the Railroad Ties. Only two rounds fired at each target from each position. No position may be repeated.

H – 500 yards

I – 600 yards

Notes:

7 *Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions

Stage 6. Tank Trap Boogie

Time limit 105 seconds

Score: ____ / 10

Shooter will start mag in bolt back from the designated start position and engage the single target left of the minivan with two rounds advancing hit or miss from five separate positions. Shooter will engage from two positions on the left Tank Trap, then two positions from the right Tank Trap, then prone to the right of the second trap. Tank Trap positions are the Crux (middle) and the tips.

590 left of the minivan

Notes:

*Note: all targets are within (+/-) 2% of exact range, shooters are encouraged to verify range and ultimately are responsible for their own solutions