

Club Match: 5/6/2022

Stage 1: Skill Stage 2+1

The shooter will start 2meters behind firing position port arms, **magazine out**, bolt back.

At the start signal, the shooter will move to the barricade to one of the 4 nominated firing positions and engage the targets. Shooters will then move to the remaining firing positions in any order and engage the targets from those positions. The shooter must shoot a total of 3 shots, one at each target before having to move to the next firing position.

Targets must be engaged in this order; 85m, 63m 103m

Times will be recorded for a tie-breaker

63m - 85m - 103m Targets

Shoot To Move

Times will be recorded

120 Seconds

12 Points

Unrestricted Gear

Tripods must be deployed on the clock

Stage 2: 1 Near or 2 Far

The shooter will start 2meters behind firing position port arms, **magazine out**, bolt back.

At the start signal, the shooter will move to the left hand side bench, engaging targets **near too far** with one round each. Shooters then moves to the right hand side bench and engages the targets **far to near** with two rounds each. Shooter will then repeat this once more from each bench.

63m - 85m -103m Targets

Shoot To Move

120 Seconds

18 Points

Unrestricted Gear

Stage3: Junk Yard

The shooter will start 2meters behind firing position port arms, magazine in, bolt back.

On the start signal the shooter will move to one of the 9 nominated firing positions and engage the targets from near too far. Once both targets have been engaged the shooter can then move to any of the remaining positions and repeat the process until all positions have been used or until time runs out.

80m -154m Targets

Shoot To Move

120 Seconds

18 Points

Unrestricted Gear

Stage4: Flipper Me Timbers

The shooter will start 2meters behind firing position port arms, magazine in, bolt back.

On the start signal the shooter will move forward to the firing line and in the standing unsupported position engage targets near too far with x3 rounds each.

Shooter then repeats this from the kneeling unsupported position engaging targets far too near with x3 rounds each.

25m – 50m – 70m Targets

Shoot To Move

90 Seconds

18 Points

Sling only

Stage 5: IT'S BACK BABY! Shoots & Ladders 3.0

The shooter will start 2meters behind firing position port arms, magazine in, bolt back.

On the start signal the shooter will move to the bottom run of the ladder and impact the 25m target with one hit, once the target has been impacted the shooter can then progress one step higher and engage the next furthest target. The shooter must impact that target, if the shooter misses they must return to the lower step and impact the last target once before returning and trying to impact that target again, this will then be repeated for all five shooting positions.

The shooter only needs to impact each target once on the way up. Only the impacts on each of the 5 targets will be scored. Once the shooter has made their 5 impacts, they can make their way back down the ladder working **far to near**, two shots each on the targets only.

25m - 50m - 75m - 100m - 150m Targets

Hit to move

Unlimited Rounds

120 Seconds

15 Points

Unrestricted Gear

Stage 6: Dirty Magazines

The shooter will start next to their rifle in the “holding area” (bench) with the **magazine out**, bolt back.

On the start signal the shooter may receive one of their magazines from the holding area and shooting prone off the table engage the targets **near too far** with one round each.

After all five targets have been engaged the shooter may then return to the holding area and retrieve their next magazine and engage the targets **far too near**.

Finally after all five targets have been engaged far to near the shooter may once again go to the holding area, retrieve their final magazine and engaged the targets **near too far**.

A minimum of two magazines must be used on this stage, each time the shooter returns to the holding area they must bring their previously used magazine and return that before taking a fresh one. Failure to not return a magazine to the holding area will result in all future impacts being void until the problem is rectified.

25m - 50m - 75m - 100m - 150m Targets

Shoot to move

120 Seconds

15 Points

Unrestricted Gear

