

Stage 1: Two Shots An Impact, Threes A Crowd

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

At the start signal, the shooter will move to the barricade to one of the 4 nominated firing positions and engage the target from that position, Shooter will then move to the remaining firing positions in any order and engage the target from those positions. The shooter can only shoot a total of 2 shots before having to move to the next firing position. A total of 3 shots must be taking from each of the 4 nominated positions.

Times will be recorded and combined for tie-breaker.

100m Target

Shoot To Move

Times will be recorded

120 Seconds

12 Points

Unrestricted Gear

Tripods must to deployed on the clock

Stage 2: Draw 4, Skip, Reverse and UNO!

The shooter will start 2meters behind firing position. Rifle will start in the holding area with the magazine in, bolt back.

At the start signal, the shooter will move to the playing cards and select a facedown card, then move to that coinciding shooting position and engage the 40m target then the 100m target with two rounds each from that position. The shooter will then return to the cards select the next facedown card and repeat the process until all cards and shooting positions have been used or the shooter times out. If at any point when selecting cards the shoot turns over the WILD CARD the shooter can shoot from any of the 4 nominated positions or prone even if they have already shot from that position.

Finally shooter also must say the word UNO before they take their final shot or that shot will not count.

Times will be recorded and combined for tie-breaker.

40m -100m Targets

Shoot To Move

Times will be recorded

120 Seconds

16 Points

Unrestricted Gear

Tripods must to deployed on the clock

Stage 3: 30 Railway, East Terrace

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

At the start signal the shooter will move forwards to the firing line and select one of the four barrels to engage the two 100m targets with one shot each, the targets must be shot left to right, Hit or miss the shooter will then repeat this process for the remaining three barrels. Any impacts on the target made in the wrong order will not be scored and the shooter will lose any hits made on that barrel and must move to the next firing position.

100m - 100m Targets

Shoot To Move

90 Seconds

8 Points

Unrestricted Gear

Tripods must to deployed on the clock

Stage 4: Shoots and Ladders

The shooter will start 2 meters 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 50m target with two hits, once the target has been impacted twice the shooter can then progress one step higher, and engage the next target. The shooter must impact the target twice. If the shooter miss's 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 four shooting positions. The shooter only needs to impact each target twice. Only the two impacts on each of the 4 targets will be scored. Once the shooter has made their 8 impacts they can move to the bench and engage the 200m target with 4 rounds only.

50m - 75m - 100m - 150m - 200m Targets

Hit to move

Unlimited Rounds

160 Seconds

12 Points

Unrestricted Gear

Tripods must to deployed on the clock

Stage 5: Just The Tip

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

On the start signal the shooter will move to the tank traps and engage the closest target with two shots from one of the six tips, hit or miss. The shooter will then have to move to the remaining 5 tips and engage the rest of the targets near too far with two shots each,

25m - 50m - 75m - 100m - 150m - 200m, Targets

Shoot To Move

120 Seconds

12 Points

Unrestricted Gear

Tripods must to deployed on the clock

Stage 6: HMMMM Donuts

The shooter will start 15 meters behind firing position. Rifle will start on the bench with the magazine in, bolt back. (Shooter may take a couple moments to get a site picture and adjust rear bag "squad mums discretion")

On the start signal the shooter will make their way to the bench and engage the 200 meter target. The shooter must impact the target once before moving any further. Once the target has been impacted the shooter can than make their way through the next 4 shooting positions firing 2 rounds at each position at the 100m target.

(If the shooter has not impacted the 200m target after 60 seconds the "squad Mum" can tell them to move on)

100m - 200m Targets

Hit to move/ shoot to move

Unlimited Rounds

120 Seconds

9 Points

Unrestricted Gear

Tripods must to deployed on the clock