

### **Stage One: Not So Tiresome (Shoot To Move)**

**12 Points**

**105 Seconds**

On the start signal, the shooter start port arms mag in bolt back and engage the target from the prone position with 2 rounds, then move to the 1<sup>st</sup> position of the tyre and engage the target with 3 rounds, the shooter will then move to the second position and engage the target with 2 rounds, Then move to the 3<sup>rd</sup> position on the tyre for 3 rounds, then return prone for a further 2 rounds.

**Targets:**  
**100m Round**

### **Stage Two: Skills Stage Barricade (Shoot To Move)**

**20 Points**

**120 Seconds**

On the start signal, the shooter will start 2m behind the barricade port arms mag in bolt back, and engage the targets near to far in any position order with 2 rounds.

**Targets:**  
**66m IPSC**  
**100m IPSC**



### **Stage Three: The Last Post (Shoot to Move)**

**10 Points**

**120 seconds**

On the start signal, the shooter will start ports arms mag in bolt back, and engage the targets in any position order in the following order  
(1-2, 2-3, 3-1, 1-2, 2-3)

#### **Targets:**

**66m IPSC**

**88m Big Round**

**88m Small Round**

### **Stage Four: Tank You For Nothin (Shoot To Move)**

**10 Points**

**120 seconds**

On the start signal, the shooter will start port arms mag in bolt back, the shooter will then engage the troop line near to far, then far to near with one round each target, after two rounds the shooter must move position, they may repeat the position as long as it was not the previous position.

#### **Targets:**

**50m**

**75m**

**100m**

**150m**

**200m**

### Stage Five: Stairway to Rabbits

12 Points

120 seconds

On the start signal, the shooter will start port arms mag in bolt back, the shooter will then engage the rabbits near to far with one round from each from each position, the position will go from top to bottom.

Targets:

Rabbit

-90m

Rabbit

-123m

### Stage Six: Double Up (Hit To Move)

14 points

105 Seconds

On the start signal, the shooter will start standing behind the rifle mag out bolt back and use modified prone to engage the 50m & 100m KYL,

The shooter will alternate between 50 & 100m starting from largest to smallest with one shot each. (50m, 100m, 50m....), until the shooter runs out of time or runs out of ammo.

Targets:

50m KYL

100m ~~KYL~~

Right most,

Back + forth on stage.

• 100m KYL to 50m KYL

- 100m KYL 113m 20m marks