

Stage 1: Return of the Troops

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

At the start signal, the shooter will move into a prone position and engage the targets near to far with 1 impact each, **hit** to move.

Upon impacting the far target compulsory mag change. The shooter will then engage the targets far to near with 1 impact each, **hit** to move.

206m Target

263m Target

303m Target

348m Target

410m Target

451m Target

500m Target

Hit To Move

120 Seconds

14 Points

Unrestricted Gear

Stage 2: The Tripod is your Only Friend

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back, (bipod can be deployed).

On the start signal, the shooter is to place their rifle on the firing line with the muzzle pointing safely down range. The shooter is then to deploy the supplied tripod (or their own) for a standing position and engage the targets far to near with 3 shots each, shoot to move. The tripod must be used as the front support for the rifle.

500m KYL Rack Middle Target

385m KYL Rack Middle Target

300m KYL Rack Middle Target

Shoot To Move

105 Seconds

9 Points

Tripod with tac table and 1 bag supplied only, tripod to be fully collapsed and deployed on the clock. Bipod may be deployed prior to starting the stage, but is only to be used whilst deploying the tripod.

Stage 3: Support your Wobble

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back. Bipod may be deployed prior to starting the stage.

On the start signal the shooter will move on to the wobble board and engage the KYL rack from left to right with one shot on each target, shoot to move.

After all 5 targets have been engaged the shooter then transitions to full support side (eye, shoulder and trigger finger) and engages the KYL rack from right to left, one shot on each target, shoot to move.

KYL Rack – 385m

Shoot To Move

105 Seconds

10 Points

Bipod and single rear bag only.

Stage 4: Skills Stage 2 Double vision

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

On the start signal the shooter is to move to one of the 4 standard Skills Stage 2 positions on the barricade and engage the left hand target with one shot, shoot to move. From the same position the shooter then engages the right hand target with one shot, shoot to move.

The shooter then moves to each of the 3 remaining positions on the barricade, engaging first the left hand side and then the right hand side targets with one shot each, shoot to move. The positions can be shot in any order.

2x Lollipop Targets – 365m

Shoot To Move

90 Seconds

8 Points

Unrestricted gear, tripods must be deployed on the clock, timed, tie breaking stage.

Stage 5: No Time To Dial Just Rack Em

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

On the start signal, the shooter is to move onto to any one of the 3 designated positions on the barricades and engage the targets near to far with one shot each, shoot to move. engages the targets far to near with one shot each, shoot to move. Finally, the shooter then moves to another designated position on the barricades and moves to the remaining position and engages the targets near to far with one shot each, shoot to move.

The positions can be shot in any order, but each position can only be used once.

All targets are to be engaged **without dialling scope turrets.**

500m KYL Rack – Middle Target

385m KYL Rack – Middle Target

365m Lollipop Right

300m KYL Rack -Middle Target

Shoot to Move

120 seconds

12 points

Unrestricted gear, Tripods deployed on the clock

Stage 6: Pig Shoot From the Ute

The shooter will place their rifle inside the ute body, muzzle facing safely down range, bolt back, **no magazine inserted**. The shooter then starts 2m behind the ute body.

On the start signal, the shooter is to move into the ute body, insert their magazine and engage the smallest target on the 300m KYL rack for one impact, to unl Any of the 4 designated positions may be used.

Once an impact has been made the shooter moves to another designated firing position and engages the left, middle and right hand pigs on the KYL with one shot each, shoot to move. The shooter then moves to a third designated position and engages the right, middle and left hand pigs on the KYL with one shot each, shoot to move. Finally, the shooter moves to the remaining position and engages the left, middle and right hand pigs on the KYL with one shot each, shoot to move. The designated positions can be shot in any order, but each position may only be used once.

300m KYL Rack – Right Hand Target

Hit To Move

385m KYL Rack pigs

Shoot To Move

105 Seconds

10 Points

Unlimited Gear, tripods may be predeployed in the ute, magazine only to be inserted once the shooter is in the ute body.