

Rimfirepalooza

Stage 1: Machine gunner

15 points – 15 rounds – No dialing – 45 seconds

Distances – 25m plate rack, 50m chickens, 75m Pigs.

Bipod only, no bags or tripods or chairs.

chick - pig - chick

Shooter starts standing with magazine in hand, firearm is to be staged on the bench, roughly in position. Shooter may get a sight picture. No magazine in firearm to start with.

1 shot at each target, shoot to move. Chickens at 50m are shot full weak side. No seat or anything stupid. Just a bipod, no rear bag permitted. 15 possible points.

	25m	50m	75m
Plate Rack			
Chickens (WEAK SIDE)			
Pigs			

Stage 2: Not Enough Ammo

10 points – 10 rounds – 1 bag only and bipod only – 110 seconds

Distances – 25m, 50m, 75m, 100m, 150m, 200m.

Entire stage is full weak side.

wood pallet

Barcade is the 6 posts of wobbliness.

Shooter starts standing, magazine in port arms.

You get maximum of 2 shots per target, only 1 scoring point. If you score an impact on the first shot, you proceed to the next target. You must transition to a new, unused post per new target.

If the shooter has any remaining rounds after the 6 targets have been successfully impacted, they may engage the 200m target, prone, with ANY gear they want, in any position (they can go prone on bipod with a rear bag or rear tripod, or shoot off the tripod, anything goes, however MUST still shoot weak side).

	25m	50m	75m	100m	150m	200m
Dope						

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Stage 3: Multi positions of suckiness

10 points – 10 rounds – 1 bag only and bipod only – 105 seconds

Distances – 25m, 50m, 75m, 100m, 150m.

Shooter starts standing, port arms, magazine in, bolt back.

Positions are: STANDING OF HAND (No tripod shit, im looking at you Ken Bennedy) KNEELING (one knee), KNEELING (both knees), SITTING (butt and a point on each foot must be touching the ground), Prone unsupported (NOT HAWKINS, use your elbows you animals)

2 shots per position. Shooter can pick what position they want for what distance, at long as they don't shoot the same position twice.

10 shot total stage. 95sec.

	25m	50m	75m	100m	150m
Dope					

Stage 4: Skill stage 2 version 2

10 points – 10 rounds – unlimited, but no bipod – 90 seconds – TIMED STAGE

Distances – ~~75m~~ *85m*

4 normal positions, the 5th position is prone under the centre. You can NOT use a bipod, but other gear is permitted for the 5th position.

2 shots per position. full weak side. ANY ORDER !

	77m	TIME
Dope		

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Stage 5:

10 points – 10 rounds – unlimited gear – 120 seconds

Distances – ~~75m~~ 100m

Tank trap and 2 car tyres.

5 shot per target, 1 point per impact.


One position must be 90deg cant to the LEFT, the other position must be 90deg cant to the RIGHT (the rifle must be safe, you may request assistance from the RO or a friend to help). Full on its side. Shooter picks which barcade and which target, and which cant they want to shoot. Free choice. 5 shots per position. 10 shots total. 120sec. They must shoot both positions, at both targets, and have their rifle canted fully on both sides, in any combination.

	77m	100m
CANT LEFT		
CANT RIGHT		

Stage 6:

10 points – 10 rounds – unlimited gear – 120 seconds

Distances – ~~75m~~ 100m

Titanic platform. 

5 shots prone, 5 shots sitting. Shooter to pick which position / target they want to shoot, but must nominate prior so the RO knows. They may have assistance from RO to get on, and hold the rifle while transitioning.

	77m	100m
Prone		
Sitting		

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Stage 7 (bonus): Tag Team From Hell.

18 points – unlimited rounds – 150seconds

Distances – 25m, 50m, 75m, 100m, 150m, 200m

Unlimited gear, have at it you gamers. Joel.

The timer starts ON THE FIRST IMPACT, it is not count down.

Pick a team partner. Scores are INDIVIDUAL, however shot as a team/pair.

Shooter 1 starts sitting on the seat (3m behind the shooting line), unlimited gear, rifle starts in position. (can be prone, tripod, off a tank trap.. whatever goes)

Shooter 2 start port arms, mag in and ready to go. Only a sling while shooting is permitted.

Shooter 2 starts and is HIT TO MOVE. 25m, 50m, 75m, 100m, 150m, 200m.

Once shooter 2 successfully hits the first target, that distance is "unlocked". Shooter 2 may then proceed to shoot the next distance, OR!! "tag in" shooter one. If shooter 1 is tagged in, Shooter 2 must bolt back, place the gun on ground / rest / whatever (safely) and must not be physically touching the firearm, they can be directly next to it, but cant "touch" it. Shooter 1 gets off seat, runs to their gun, and get 2 impacts per unlocked distance. Once they have reached the maximum unlocked distance, they bolt back (mag may stay in if they wish) and back to the hot seat. Once they are seated, then shooter 2 may pick up their gat, shoot to unlock the next distance, or as many distances as they can manage, and tag in Shooter 1

Once shooter 2 has started to engage a distance, THEY CAN NOT STOP UNTIL THEY IMPACT, they can not tag in shooter 1. They can ONLY tag once they impact.

Unlimited ammo, unlimited gear (expect shooter 2 can only use a sling while shooting, but can use other gear when not shooting).

150seconds total. Shooter 1 keeps the score of only the impacts they made in that position. When shooter 1 becomes shooter 2, they ALSO get the points they personally score off-hand.

Shooters swap, start the stage again. Those 2 shooters MUST shoot in a pair, you cant "request" an awesome off hand shooter / ringer.

This stage is shot as a bonus. There is NO planned RO here. You will need a 3rd person to judge / adjudicate / RO you. Record your team run, and return to your squad. If you do not complete this stage by the end of the match, too fuking bad. However if there is enough time, you may be able to squeeze it in.

	25m	50m	75m	100m	150m	200m
Shooter 1						
Shooter 2						