

## **Match Book 7/5/22**

### **Stage 1**

#### **Michelin Ag**

Tie breaker so time counts

90 secs, 4 positions, 16 points, 16 rounds

Distance: 100m

Gear: Any but must be deployed on the clock,

The shooter starts port arms, mag in, action open, all gear in hand 3m behind the barricade.

On the start signal, the shooter will move to the first firing position and engage the target with 4 rounds using the barricade to support the fore end of the rifle.

Repeat on each one of the remaining nominated positions until all 4 positions have been used or the shooter times out. The shooter must start in the 12 o'clock position, working thru the positions in a 12,3,6,9 o'clock order.

The shooter must nominate 1 position to shoot all week side prior to starting.

Note, the shooter cannot use 2 positions to support the rifle, i.e., the 12 and 6 o'clock positions

### **Stage 2**

#### **Unloved**

90 secs, 4 positions, 16 points, 16 rounds

Distance: 40m, 66m, 77m, 100m

Gear: Sling

The shooter starts port arms, mag in, action open at the firing position.

On the start signal, the shooter will engage the targets in the following positions and order.

Engage the 40m target with 4 rounds from the unsupported standing position

Engage the 66m target with 4 rounds from the unsupported kneeling position (at least one knee on the ground)

Engage the 77m target with 4 rounds from the unsupported sitting position (butt on the ground)

Engage the 100m target with 4 rounds from the unsupported prone position (that's prone.....no other variations)

### **Stage 3**

#### **Shit box Ladders**

120 secs, 10 positions, 10 points, 10 rounds

Distance: 77m

Gear: One bag/plate which can be attached to the for end of the rifle, 2 x 10 round magazines

Start port arms mag in, action open 3m behind the firing line. The second magazine is to be placed on the barrel between the two ladders

On the start signal, the shooter will move to the left ladder and engage the target from the top step with 1 round using the step to support the for end of the rifle. The shooter will then move to the bottom step of the right ladder and engage the target in the same manner with 1 round changing magazines on the way.

The shooter will then move to the 2<sup>nd</sup> rung down on the left ladder, then to the 2<sup>nd</sup> rung up on the right ladder. Fire 1 round from each position, always changing magazines between position.

Repeat the process moving down the left ladder and up the right ladder swapping sides and changing mags each time. Continue until all 10 positions have been used or the shooter times out.

Double CZ mag owners need to place their magazine on the barrel and touch their nose once before picking their magazine back up

### **Stage 4**

#### **Culverts**

140 seconds, 4 positions, 16 points, 16 rounds

Approximately target distances (to be shot in this order) 95m, 180m, 125m, 140m

Gear: unlimited but must be deployed on the clock **including bipods**

The shooter starts port arms, mag in, action open, 3m behind barricade.

On the start signal, the shooter will move to the first firing position and engage each target in the above order with one round, shoot to move. The shooter transitions to the next position and repeats the target engagement in the same order. The shooter continues to repeat the target engagement from all 4 nominated positions or the shooter times out.

## Stage 5

### Tank trap 5 ways

120 seconds, 5 positions (3 x points and 2 x legs), 15 points, 15 rounds

Distance: 75m, 100m, 125m

Gear: unlimited but must be deployed on the clock

Start, port arms, mag in, action open, 3m behind the tank trap

On the start signal, the shooter will engage the targets with one round each, near to far, shoot to move, using the tank trap to support the fore end of the rifle. The shooter will then transition to the next position on the tank trap and repeat. The shooter will continue to engage the targets in the same manner from each of the nominated positions on the tank trap. Positions can be in any order, no position can be used more than once. When using the lower sections of the tank trap no part of the front support system can be in contact with the ground. Impacts will not count if this occurs

## Stage 6

### Try not to throw up

120 secs, 1 position repeated, 12 points, 12 rounds

Distance: 75m

Gear: 1 bag, bipod, 1 x 10 round magazine

Start in the prone supported position, **magazine in**, action open . 12 rounds of ammo are to be staged on the blue drum behind the shooter, 6m behind the firing line.

On the start signal, the shooter transitions to the ammo store and loads **one** round into their magazine and engages the target from the supported prone position with **one** round. The shooter then returns to the ammo store with their empty magazine and loads another **one** round and re-engages the target from the supported prone position. Engage each target with a total of 3 rounds until all 12 rounds are fired or the shooter times out. The target engagement order is left to right.