

Centrefire

Finale



KÁRMÁN'S LINE



TIME

105 Seconds



ROUND COUNT

7 Rounds



EQUIPMENT

Unlimited



TARGETS

206m / Square 160mm
263m / Round 175mm
303m / Square 160mm
348m / Round 200mm
410m / Square 175mm
451m / Round 230mm
500m / Square 250mm

STAGE BRIEF

Shooter starts behind the bench, rifle in position magazine inserted.

On the start signal shooter engages the troop line near to far with one round each.

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING
POINTS PER HIT

7

POINTS
AVAILABLE

TOTAL
POINTS

STAGE 1

LEFT THEN RIGHT?



TIME
105 Seconds



ROUND COUNT
10 Rounds



EQUIPMENT
Unlimited



TARGETS
500m KYL / x2
200mm, 175mm, 150mm,
125mm, 100mm

STAGE BRIEF

Stage begins from port arms 1 metre behind a bench with action open. X1 magazine (5 Rounds) on each bench.

On the start signal the shooter will build a position on the bench. Engage the largest **LEFT KYL** then largest **RIGHT KYL**. Then engage the second **LEFT KYL**, second **RIGHT KYL** followed by the middle **LEFT**. Shooter then drops magazine and transitions to the second bench. Inserts new magazine and engages the middle **RIGHT KYL**, forth **LEFT**, forth **RIGHT**, smallest **LEFT**, than smallest **RIGHT**.

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

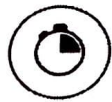
1 **SCORING**
POINTS PER HIT

10 **POINTS**
AVAILABLE

TOTAL
POINTS

STAGE 2

DRUMS OF FUN PLUS A TYRE



TIME
90 Seconds



ROUND COUNT
10 Rounds



EQUIPMENT
Unlimited



TARGETS
350m
___ Left
___ Right

STAGE BRIEF

Shooter will start port arms, magazine in and action open 1 metre from the barricade.

On the start signal the shooter will move to one of the 3 positions and engage the 350m Left target for one shot. Transition to the Right target for one shot than back to the Left target. Repeat this for the remaining 2 positions.

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING
POINTS PER HIT

10

POINTS
AVAILABLE

TOTAL
POINTS

STAGE 3

PRS SKILLS STAGE 2

19

 **TIME**
90 Seconds

 **ROUND COUNT**
8 Rounds

 **EQUIPMENT**
Unlimited

 **TARGETS**
365m / 250mm

STAGE BRIEF

Shooter starts port arms at designated starting point with magazine in and action open.

On start signal, shooter moves to barricade and engages the target with 2 rounds from any of the nominated positions. Shooter then moves to remaining positions and engages target with 2 rounds from each position in any order.

Time will be recorded and used as a tiebreaker.

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

SCORING
POINTS PER HIT

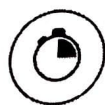
POINTS
AVAILABLE

TOTAL
POINTS

STAGE 4

PRS SKILLS STAGE 1

(BUT SLIGHTLY SMALLER)



TIME
90 Seconds



ROUND COUNT
Unlimited Rounds



EQUIPMENT
Unlimited



TARGETS
365m / 250mm x3

STAGE BRIEF

Shooter will start port arms, magazine in and action open 9 metres from the firing line.

On the start signal the shooter will move to the firing line assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.

Time will be recorded and used as a tiebreaker.

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING
POINTS PER HIT

6

POINTS
AVAILABLE

TOTAL
POINTS

STAGE 5

PYRAMID OF DJOSER



TIME
90 Seconds



ROUND COUNT
10 Rounds



EQUIPMENT
Unlimited



TARGETS
300m / 200mm Popper

STAGE BRIEF

Shooter will start port arms, magazine in and action open behind desired starting position.

On the start signal the shooter will move to one of 14 positions on the pyramid and engage the 300m popper for one round. Repeat this for the remaining positions 9. 10 positions total

Cannot Repeat a position.

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING
POINTS PER HIT

10

POINTS
AVAILABLE

TOTAL
POINTS

STAGE 6

CHICKEN RUN



TIME
105 Seconds



ROUND COUNT
10 Rounds



EQUIPMENT
Unlimited



TARGETS
200m / Chicken Rack
300m / Chickens Rack

STAGE BRIEF

Shooter will start port arms, magazine in and action open 1 metre from the barricade.

On the start signal the shooter will move to one of the 5 positions on the stairs and engage the 200m Left Chicken for one shot. Transition to the Right 300m Chicken for one shot. Move position and continue two shots per position Near Far. Repeat this for the remaining positions. 200m Chickens Left to Right and 300m Right to Left.

Cannot Repeat a position.

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING
POINTS PER HIT

10

POINTS
AVAILABLE

TOTAL
POINTS

STAGE 7

TRAY TABLE



TIME

120 Seconds



ROUND COUNT

9 Rounds



EQUIPMENT

No Tripods



TARGETS

300m KYL / 200mm

385m KYL / 200mm

175mm, 150mm

450m / 250mm

Bag
Big, 2nd, Middle
Green Rock

STAGE BRIEF

Shooter will start port arms, magazine in and action open inside the Ute tray.

On the start signal the shooter will move to one of the 3 positions and engage the targets in the following order.

Position One, ^L 300m - ^L 385m 200mm KYL - 450m

Position Two, ^L 300m - ^{2nd} 385m 175mm KYL - 450m

Position Three, ^L 300m - ^M 385m 150mm KYL - 450m

Shoot to move

COMPETITOR DATA

DISTANCE	SIZE	DROP	5MPH	10MPH

1

SCORING

POINTS PER HIT

9

POINTS

AVAILABLE



TOTAL

POINTS

STAGE 8



<i>KÁRMÁN'S LINE</i>	7
<i>LEFT THEN RIGHT?</i>	10
<i>DRUMS OF FUN PLUS A TYRE</i>	10
<i>PRS SKILLS STAGE 2</i>	8
<i>PRS SKILLS STAGE 1</i>	6
<i>PYRAMID OF DJOSER</i>	10
<i>CHICKEN RUN</i>	10
<i>TRAY TABLE</i>	9
	70