

1: Declan Hates You

Range 1 - Wobble platform.

500m KYL rack. 2 shot on each target, biggest to smallest. Shooter starts standing, gun starts in position.

Shoot to move - unlimited gear - 120sec - 10 rounds /10

2: Brain Strain

Range 1 - left side on dirt.

Shooter starts prone on ground, behind firearm, only 3 round in magazine. Not touching gun, mag in. Gun roughly aligned, CAN NOT get a sight picture. RO has permission to "adjust" the gun if they think someone is cheating.

If shooter wants more ammo, they can go collect it from their ammo pile, on the seat, a few meters behind them. They can ONLY collect a max of 3 rounds. Can load in magazine, single feed, whatever. Can load while running back.

Shooter engages closest target until IMPACT, then proceeds to second target until IMPACT, comes back to first target until IMPACT, then shoots 3rd target until IMPACT, back to first, etc.

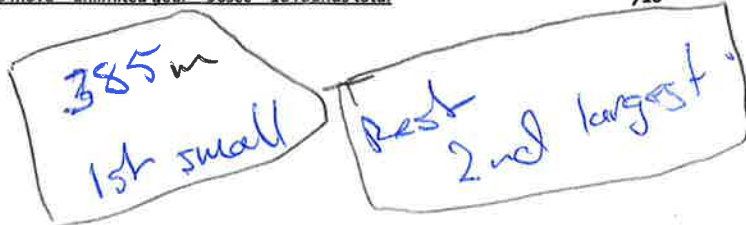
Target order: 1st, 2nd, 1st, 3rd, 1st, 4th, 1st, 3rd, 1st, 2nd, 1st.

Hit to move - unlimited gear - 120sec - 12 rounds total. /12

3: Skill stage 2 - Hard mode

Skills 2 barricade. Shooter must hit the first small 385 KYL target in any position (prone permitted). Once impacted, may shoot the skill 2 barricade, with 2 shots from each of the 4 nominated positions with remaining ammo. All targets are hit to move. Second largest KYL is the target to be shot from barricade.

Hit to move - unlimited gear - 90sec - 10 rounds total /10



4: Suspension table

366m

Shooter starts prone behind spring table. Shooter will engage the 375m target with 5 rounds prone, NO REAR SUPPORT, bipod only, and 5 rounds using the spring table for 5 rounds as their front support. Unlimited gear for spring table.

Must change magazine when changing position. Shooter can elect which to shoot first, spring table or prone. Shooter must deploy bipod and tripod on the clock. Yes, bipod must be stowed when starting this stage. Gun must also not have a magazine in when starting, the mag must be inserted on the clock.

Shoot to move - unlimited gear (except prone, which is bipod only) - 120s - 10 rounds /10

5: Paper Punching chaos

200m Range 7.

1moa (2 inch) black dot. Gun is in position, but not aimed. Prone on ground. Unlimited gear. 10 rounds in mag, loaded into your gun. Shooter is standing behind gun.

Have to touch / cut the line to score a point. 10 shots, black dot.

ENTIRE SQUAD SHOOTS AT THE SAME TIME.

Unlimited gear - 60s - 10 rounds /10

Stupid Positional

200m KYL rack.

5 positions. Prone left, Prone right, kneeling, sitting, standing with tripod.

2 shots each position. Shooter must shoot from largest to smallest, however can elect which position they want to use. Once a position is used, cant use again.

Unlimited gear - 120s - 10 round - TIMED STAGE /10

Targets:

208m

307m

414m

500m