

PRS skills area

60 Seconds Skills.

Time - 60 seconds

Rounds - 8

Gear 1x Bag

Shooter to 9m behind the firing line, port arms, mag in, bolt back.

On the beep the shooter is to run to the PRS skills stage barricade and engage the 60m target with 2 rounds from each of the 4 positions.

This is a timed Tie-braker stage

(Small target)

Can I Get Some Support.

Time - 120 seconds
available

Rounds - Unlimited - 12 points

Gear 1x sling 1x Bag 1x Tripod

1 x Bipod.

Shooter is to start port arms, mag in, bolt back. On the firing line, on the beep the shooter the shooter will engage the 60m target from the unsupported standing position until an impact is made, the shooter may then use their gear to engage the 100m target for 3 impacts then return to unsupported from a kneeling position until an impact is made at the 60m target, the shooter can then use their gear to engage the 100m again for 3 impacts. Repeat from the unsupported prone position until an impact is made at the 60m target and again use their gear to engage the 100m target for 3 impacts

(Big target at 60)

(Tripod may be deployed off the clock and be set at any height)

Range 2 - 3

Who's Feeling Lucky.

Time - 150 seconds? 14 - Rounds Gear - Unlimited

Shooter will turn over 14 rounds to the RO, the rounds will then be placed under cups in groups of 2, 4, 8, 5m behind the firing line and the cups will be shuffled.

Shooter will start next to their rifle, on the beep the shooter is to run back and turn over one cup, then they take these rounds load them and engage the 100m target from a seated position, the shooter will then return and turn over another cup and load the rounds and then engage the 77m target from a standing position, returning for the last cup the shooter will reengage the 100m target from the prone position with the remaining rounds.

(Tripods can be deployed on the clock)

Around the world

Time - 90 seconds Rounds - 12

Gear - 1x Bags 1x Tripod 1x sling

Shooter is to start prone behind their rifle, on the beep the shooter is to engage the 77m target with 2 rounds, the shooter will then move the kneeling position and engage the target with 2 rounds, the shooter will then move to a standing position and engage the target with 2 rounds, the shooter will the swap to full support side and reverse the order shooting 2 from standing then kneeling then prone.

(Tripods to be deployed off the clock)

Range 4 left side

Climb The Gate.

Time - 120 seconds Rounds - 12 Gear - unlimited

Shooter is to start port arms, mag in, bolt back, 5m from the firing line. On the beep the shooter is to move to the gate and engage the first target at 75m with 3 rounds from one of the 5 positions shown. The shooter will then move to a different rail on the gate and engage the 100m target with 2 rounds. Shooter will again move rails and engage 150m target with 2 rounds, then back to 100m for 2 rounds and then finally to 75m with 3 rounds.

All 5 of the marked positions must be shot.

(Small targets on troop line)

Tripods deployed on clock.

Get The Troops.

Time - 90 seconds Rounds - 15 Gear - 1x Bag 1x Bipod

Shooter is to start behind the firing line the rifle may be in position mag in bolt back. (Shooter cannot get a sight picture)

On the beep the shooter is to engage the 2 targets at 200m with one round each left to right. The shooter will then engage the 150m targets with one round each left to right. The shooter will then engage the 100m targets with one round each left to right. This is then repeated for 75m and 50m. For the last 2 targets at 25m the shooter is to engage the 5 knock down target rack from left to right.

(Targets big left small right) (at 100m not the target on the end)