

Stage 1 –

Shooter to start 5m from firing line sitting on chair facing away from firing line 2 x magazines in hand – rifle at firing line next to barrel.

On the beep proceed to firing line and engage 66m target with 2 impacts prone unsupported, upon 2 x impacts ~~mandatory~~ bag change and engage 100m target with 2 shots (shoot to move) through the barrel, then 2 x shots 1 @ 66m & 1 @ 100 from the top of milk crate

Equipment - 1 x Bag only

1 sling

Time – 75 seconds

Stage Total /6

Stage 2 –

Shooter to start port arms magazine in 2m behind firing line, on the beep proceed to engage the 66m then 100m with 1 shot each from the 4 positions, shoot to move

Timed stage – tiebreaker

Equipment – 1 x bag in hand only – no attached bags or gamer plates

Time ~~66~~ seconds

90 sec

Stage total /8

Stage 3 –

Shooter to start 1m behind bench port arms magazine in

Prone

On beep proceed to engage the KYL rack large to small targets hit to move with 10 shots strong side

Upon 10 shots being completed or 6 x impacts mandatory mag change and re-engage targets large to small full support side

Equipment – 1 x bag and 1 x bipod only

Time 74 seconds

Stage total /12

Stage 4 -

Shooter to start port arms 2m behind firing line magazine in

On the beep the shooter will proceed to the posts and starting left and working right for each position.

Engage the 75m target with 2 x shots shoot to move then largest KYL hit to move, repeat for all 5 positions progressing down the KYL targets large to small from each position.

Equipment - unlimited but no tripods, any gear used must be used for each shot - equipment to be nominated by all shooters prior to commencement of stage.

Time 90 seconds 105

Unlimited rounds

Stage total /15

Stage 5 -

Shooter will start 4m behind firing line Port arms, magazine in. R-Z L

On the beep the shooter will proceed to any of the positions from left to right taking 2 shots from each position.

Movement between barricades must be right to left and engage targets 1 shot each (shoot to move) in the following order

Position 1 - 1 @ 150 & 1 @ 50

P2 - 1 @ 100 & 1 @ 25

P3 - 1 @ 75 & 1 @ 100

P4 - 2 shoots @100

P5 - 2 @ 200

Equipment - bag, bipod - tripod deployed on the clock - unlimited equipment but must all be moved to each position.

Time 90 seconds

Stage total /10

Stage 6 -

Shooter to start port arms 2m behind firing line magazine in

Hit to Move

Shooter to engage targets near to far 2 impacts each position from 5 different positions on the tank
trap @ 25m, 50m, 75m, 100m & 150m

Equipment - 1 x bag in hand (no fixed bags or gamer plates)

Unlimited rounds

Time 69 seconds

Stage total /10