

Stage 1

Whatever's in the paddock



120sec



12
POINTS



12
ROUNDS



One bag only.



2m back from the firing
line, port arms, mag in,
bolt open.

Stage Brief

On the start signal, the shooter will engage the targets with 2 shots (shoot to move) from the barricades in left to right order, targets to be engaged far to near 1 shot per target.

- Tyre stack
- cable spool
- Gate x 2 positions
- Sitting unsupported
- 44Gallon drum

Targets

Round @ 75m & 100m

Stage 2

Double your limits



120sec



16
POINTS



20
ROUNDS



Bipod & 1 Bag
only.



behind the rifle on a
bench

Stage Brief

On the start signal, the shooter will start behind the rifle on a bench and must retrieve their magazine from a bucket placed behind the shooter before returning to engage the KYL rack at 50m hit to move. Shooter must shoot FULL SUPPORT.

If the 50m KYL rack is cleared or the shooter uses all 10 rounds the shooter must then retrieve their 2nd magazine from the bucket and return to engage the KYL rack at 75m hit to move. If spare rounds remain in your mag after clearing the 50m KYL rack you can use them as back up rounds for the 75m KYL targets.

Targets

KYL @ 50m

KYL @ 75m

Stage 3

Do I Really Need a Tripod?



150sec



16
POINTS



16
ROUNDS



Unlimited



2m back from the firing
line, port arms, mag in,
bolt open.

Stage Brief

On the start signal, the shooter will engage the following targets (shoot to move) from the following positions, tripod to be deployed on the clock:

1. 3 shots prone @100m.
2. 5 shots at flipper targets making sure your rifle doesn't contact the barricade over left hand side of barricade using tripod primary support at the 66m target.
3. 5 shots at flipper targets making sure your rifle doesn't contact the barricade over right hand side of barricade using tripod primary support at the 66m target.
4. 3 shots prone @100m

Skill stage barricade must not be contacted and rifle barrel must be in front of barricade

Targets

Small round @ 100

Flipper x 5 @ 66

Stage 4

Fast, superman fast



90sec



8
POINTS



unlimited
ROUNDS



Unlimited



2m back from the firing
line, port arms, mag in,
bolt open.

Stage Brief

Shooter to engage targets from near to far from each of the 4 positions on the barricade in any order. Starting with 77m target followed by the 100m target on the mound. Hit to move

Targets

Mini IPSC @ 77

Large Round @ 100m

Stage 5

Tank trap torment



90sec



10
POINTS



10
ROUNDS



One Bag and
Bipod



2m back from the firing
line, port arms, mag in,
bolt open.

Stage Brief

Before the stage commences, the shooter will nominate 4 positions to shoot in order from the tank trap, from the knuckle or higher.

On the start signal, the shooter will engage targets with 2 shots per nominated position at the following targets near to far 50m, 75m 100m, 150m on the troop line.

Shooter will then move to prone position and engage the 200m target with 2 shots.

Targets

50m target

75m target

100m target

150m target

200m small target

Stage 6

Supportive



90sec



12
POINTS



12
ROUNDS



Unlimited



Rifle starts on firing line, mag in, bolt open. Shooter starts in staging area.

Stage Brief

Shooter to engage all targets from 200m back to 25m with 2 shots per target in FULL SUPPORT side from the prone bench.

Targets

200m large target
150m target LHS
100m target LHS
75m target LHS
50m target LHS
25m target LHS