

# 1. Svettpeis

No image

| Scoring     | Points  | Par-time        | 180.00 sec |
|-------------|---|-----------------|------------|
| Info        | 12 pts & 12 rounds  | Par-time factor | -          |
| CoF         | Rifle is set ready on top of the shooting bench where it will stand under the whole stag! The rifle shall have open bolt. 12 shots are placed in a box next to the rifle. Starting position is standing next to shooting bench. Upon start signal, shooter will drag an object between two points. Then run to the shooting bench and engage targets from near too far with two rounds each . Hit or miss, you move on. Leave the weapon on the bench. Run back and drag the object between the points. Back to the bench and engage, etc, etc Single feed the rifle, or you my load up one magazin with 4 rounds on every return from dragging the object. |                 |            |
| Target-info | 190m - 540m   |                 |            |
| Equipment   | One bag only  |                 |            |
| Penalties   | As per current edition of rules   |                 |            |
| Safety      | L/R   |                 |            |
| Setup       |   |                 |            |

## 2. Barrels

No image

| Scoring     | Points   | Par-time        | 180.00 sec |
|-------------|--|-----------------|------------|
| Info        | 12 pts & 12 rounds   | Par-time factor | -          |
| CoF         | Start position is port arms. Upon start signal engage the 190m target from the first barrel with 3 rounds, move to the next barrel and engage the 340m target with 3 rounds, than move to the next barrel and engage the 540m target with 3 rounds. All equipment that you brought must be carried throughout the stage. Hit or miss, you move on. |                 |            |
| Target-info | 190m - 340m - 540m   |                 |            |
| Equipment   | All  |                 |            |
| Penalties   | As per current edition of rules  |                 |            |
| Safety      | L/R  |                 |            |
| Setup       |  |                 |            |

### 3. Skill One X2

No image

| Scoring     | Points & tie-breaker time  | Par-time        | 90.00 sec |
|-------------|--|-----------------|-----------|
| Info        | 6 pts & 12 rounds  | Par-time factor | -         |
| CoF         | Start position is 10m behind the shooter's box on level terrain with the rifle staged on the firing line. At "ILD"!! the shooter will move to the shooter's box, 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. All Shooter's will run this stage twice!! The best run will be recorded on the score sheet. Your time will be used as a tie braker! |                 |           |
| Target-info | 300m   |                 |           |
| Equipment   | All  |                 |           |
| Penalties   | As per current edition of rules  |                 |           |
| Safety      | L/R  |                 |           |
| Setup       |  |                 |           |

## 4. Henegemyra

No image

| Scoring     | Points  | Par-time        | 90.00 sec |
|-------------|---|-----------------|-----------|
| Info        | 6 pts & 6 rounds  | Par-time factor | -         |
| CoF         | Start position is port arms. Upon start signal enter prone on the platform (no feet's on the ground) engage the target with 6 rounds. Hit or miss, you move on. |                 |           |
| Target-info | 300m  |                 |           |
| Equipment   | all   |                 |           |
| Penalties   | As per current edition of rules   |                 |           |
| Safety      | L/R   |                 |           |
| Setup       |   |                 |           |

## 5. Tripp trapp fanskap

No image

| Scoring     | Points   | Par-time        | 120.00 sec |
|-------------|--|-----------------|------------|
| Info        | 10 pts & 10 rounds   | Par-time factor | -          |
| CoF         | Start position is port arms. Upon start signal engage the 420m target from the top level of the barricade with 2 rounds, repeat on the three next levels, than move to a level off you're choosing and engage the 540m target with 2 rounds. Hit or miss, you move on. |                 |            |
| Target-info | 420m - 540m  |                 |            |
| Equipment   | All  |                 |            |
| Penalties   | As per current edition of rules  |                 |            |
| Safety      | L/R  |                 |            |
| Setup       |  |                 |            |

## 6. Stick

No image

| Scoring     | Points  | Par-time        | 180.00 sec |
|-------------|---|-----------------|------------|
| Info        | 12 pts & 12 rounds  | Par-time factor | -          |
| CoF         | Start position is port arms. Upon start signal engage the 540m target from 6 positions from top level of the barricade with 2 rounds, repeat on the three next levels, than move to a level off you're choosing and engage the 540m target with 2 rounds. Hit or miss, you move on. |                 |            |
| Target-info | 420m - 540m   |                 |            |
| Equipment   | All   |                 |            |
| Penalties   | As per current edition of rules   |                 |            |
| Safety      | L/R   |                 |            |
| Setup       |   |                 |            |

## 7. Rooftops

No image

| Scoring     | Points  | Par-time        | 180.00 sec |
|-------------|---|-----------------|------------|
| Info        | 8 pts & 8 rounds  | Par-time factor | -          |
| CoF         | Start position is port arms. Upon start signal engage the 190m target from the kneeling/sitting position with 2 rounds, than move to rooftop and engage the 420m target with 2 rounds, move to the nexst rooftop and engage the 420m target with 2 rounds, and at last move to the beam and engage the target 420m target with 2 rounds. Your feet can not be in contact with the floor when you engage the target from the rooftop's. All equipment that you brought must be carried throughout the stage. Hit or miss, you move on. |                 |            |
| Target-info | 190m - 420m   |                 |            |
| Equipment   | All   |                 |            |
| Penalties   | As per current edition of rules   |                 |            |
| Safety      | L/R   |                 |            |
| Setup       |   |                 |            |

## 8. Cage

No image

| Scoring     | Points  | Par-time        | 180.00 sec |
|-------------|---|-----------------|------------|
| Info        | 10 pts & 10 rounds  | Par-time factor | -          |
| CoF         | Start position is port arms inside of Cage. Upon start signal engage the target from any opening, top of cage may be used one time. Always change position after two shots. You cannot use the same position twice. Hit or miss, you move on. |                 |            |
| Target-info | 420m  |                 |            |
| Equipment   | All   |                 |            |
| Penalties   | As per current edition of rules   |                 |            |
| Safety      | L/R   |                 |            |
| Setup       |   |                 |            |



## 9. Tank traps

No image

| Scoring     | Points   | Par-time        | 180.00 sec |
|-------------|--|-----------------|------------|
| Info        | 12 pts & 12 rounds   | Par-time factor | -          |
| CoF         | Start position is port arms. Upon start signal move to the center of the biggest tank trap and engage the target with 2 rounds, than choose any arm on the tanktrap and engage the target, total 4 round from each tanktrap. Same procedure on all tanktraps. Hit or miss you move on. |                 |            |
| Target-info | 605m   |                 |            |
| Equipment   | All  |                 |            |
| Penalties   | As per current edition of rules  |                 |            |
| Safety      | L/R  |                 |            |
| Setup       |  |                 |            |

# 10. KYL

No image

| Scoring     | Points   | Par-time        | 120.00 sec |
|-------------|--|-----------------|------------|
| Info        | 10 pts & 10 rounds   | Par-time factor | -          |
| CoF         | Rifle is set ready on top of the shooting bench, magazine in, bolt back. Start position is standing behind gun, rearbag in hand. Upon start signal engage the targets from big to small with 2 rounds each. You may stop at any time and collect your points. If you don't stop at your limit and miss a target. 2 points will be taken from your score. Know your limit! RO the shooter cannot get minus points, just Zero on this stage. |                 |            |
| Target-info | KYL Rack at 500m   |                 |            |
| Equipment   | Rearbag and bipod  |                 |            |
| Penalties   | As per current edition of rules  |                 |            |
| Safety      | L/R  |                 |            |
| Setup       |  |                 |            |