

1. Roof Top to Prone

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	<p>Targets, shooting order: Roof top: T1, T2, T3, T4. Pallets: T1, T2, T3, T4. Prone: T1, T2, T3, T4 Hit To Move: Current target needs to be hit in order to transition to the next target. Target sizes: T1-25cm, T2-25cm, T3-25cm, T4-50cm. Target Points: 12p Time factor: 0,05 Time: 120s Maximum number of rounds: 20 Minimum rounds needed: 12 rounds Rifle ready condition: Open SA-1, Open Bolt-4 Starting position: High Ready Procedure Start 3m behind roof top. Engage targets 1, 2, 3, 4 from the roof top. No part of the rifle, equipment or participant may touch the ground while engaging the targets from the roof top. When all targets are hit, transition the stack of pallets and assume a modified prone with the pallets as the rifles primary support. Repeat the shooting sequence and transition to prone for the final target engagement as stated above.</p>		
Target-info	T1-290m, T2-288, T3-274, T4-481m		
Equipment			
Penalties	As per current edition of rules		
Safety	L- Spruce with red/whit tape. R- Large spruce 350m down range, right side.		
Setup			

2. Dystopia

No image

Scoring	Points	Par-time	100.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.07 pts/sec
CoF	<p>Targets, shooting order: Left barrel: T5, T6, T5, T6 Barricade: T5, T6, T7, T8. Tank stop: T7, T8, T7, T8 Hit To Move: Current target needs to be hit in order to transition to the next target. Target sizes: T5-30cm, T6-30cm, T7-30cm, T8-60cm. Target Points: 12p Time factor: 0,07 Time: 100s Maximum number of rounds: 20 Minimum rounds needed: 12 rounds Rifle ready condition: Open SA-1, Open Bolt-4 Starting position: High Ready Procedure Start 3m behind left barrel. Engage targets T5 & T6 using the left barrel as the rifles primary support. When target T5 & 6 are hit in the mandated sequence, transition to the barricade and engage targets T5, T6, T7, T8, left to right using the market position as the rifles primary support. When targets T5, T6, T7, T8 are hit, transition to the tank stop and engage targets T7 & T8 in the mandated sequence, using the tank stop as the rifles primary support.</p>		
Target-info	T5-278m, T6-276m, T7-278m, T8-469m		
Equipment			
Penalties	As per current edition of rules		
Safety	L- Spruce with red/whit tape. R- Large spruce 350m down range, right side.		
Setup			

3. The Idiot

No image

Scoring	Points	Par-time	110.00 sec
Info	13 pts & 20 rounds	Par-time factor	0.04 pts/sec
CoF	<p>Targets, shooting order: T9-T10-T9-T11-T9-T12-T9-T12-T9-T11-T9-T10-T9 Hit To Move: Current target needs to be hit in order to transition to the next target. Target sizes: T9-30cm, T10-25cm, T11-25cm, T12-60cm. Target Points: 13p Time factor: 0,04 Time: 110s Maximum number of rounds: 20 Minimum rounds needed: 13 rounds Rifle ready condition: Open SA-1, Open Bolt-4 Starting position: High Ready Procedure Start 3m behind the designated shooting area. Engage targets in the mandated sequence from within the designated shooting area. No part of the rifle, equipment or participant may touch the ground outside the designated shooting area. Any equipment within the designated shooting area may be used as support.</p>		
Target-info	T9-297m, T10-287m, T11-286m, T12-459m.		
Equipment			
Penalties	As per current edition of rules		
Safety	L- Spruce with red/whit tape. R- Large spruce 350m down range, right side.		
Setup			

4. To Your Limit

No image

Scoring	Points	Par-time	60.00 sec
Info	5 pts & 20 rounds	Par-time factor	0.15 pts/sec
CoF	Target array shooting order: Left to right (Big to small) Hit To Move: Current target needs to be hit in order to transition to the next target. Target sizes: 40cm, 30cm, 25cm, 20cm, 15cm. Target Points: 5p Time factor: 0,15 Time: 60s Maximum number of rounds: 20 Minimum rounds needed: 5 rounds Rifle ready condition: Open SA-3, Open Bolt-5 Starting position: Prone Safety angles: Left: Left rear pole, Right: Right rear pole. Procedure Start in the designated shooting area in prone position, on signal, engage the targets from left to right (big to small).		
Target-info	Target array T13-301m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R rear posts.		
Setup			

5. Just Another Barricade

No image

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.07 pts/sec
CoF	<p>Target array shooting order: Left to right Hit To Move: Current target needs to be hit in order to transition to the next target. Target sizes: 30cm, 30cm, 30cm. Target Points: 12p Time factor: 0,07 Time: 90s Maximum number of rounds: 20 Minimum rounds needed: 12 rounds Rifle ready condition: Open SA-1, Open Bolt-4, Max 10 rounds / mag. Starting position: High Ready Safety angles: Left: Left rear pole, Right: Right rear pole. Procedure Start 2m behind the barricade. On signal engage the targets from left to right, from each of the 4 marked positions. The 4 marked positions must be the rifles primary support. No more than 3 hits may be scored from each marked position.</p>		
Target-info	Targets array T14-301m.		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R rear posts.		
Setup			

6. Run The Gun

No image

Scoring	Points	Par-time	90.00 sec
Info	8 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	<p>Target array shooting order: Free Hit To Move: Current targets/array needs to be hit in order to transition to the next position. Target sizes: 30cm, 25 Target Points: 8p Time factor: 0,05 Time: 90s Maximum number of rounds: 20 Minimum rounds needed: 8 rounds Rifle ready condition: Open SA-1, Open Bolt-4. Starting position: Prone. Safety angles: Left: Left rear pole, Right: Right rear pole. Procedure Start prone in area 1. On signal, transition to area 2 and engage both targets from prone position, then transition to area 1 and engage both targets from prone position. Transition to area 2 and engage both targets from prone position, then transition to area 1 and engage both targets from prone position.</p>		
Target-info	Target array T15-301m.		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R rear posts.		
Setup			