

# 1. Figges Stump

No image

|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.05 pts/sec |
| CoF         | Rifle ready condition 1 & 4. Start standing 1m behind the Figges stump. 3 points / stubbe, free order of positions. Target sequence: Left target group, R30, R25, R20 from each stubbe. 4 stumps. Hit to move |                 |              |
| Target-info | Left target group: R30, R25, R20  |                 |              |
| Equipment   |   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | TBA   |                 |              |
| Setup       | Hit To Move   |                 |              |

## 2. Prone

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.06 pts/sec |
| CoF         | Rifle ready condition: 3 & 5. Start: Prone in lane #10 with rifle placed in lane #12. On signal, move to lane #12 and engage targets from prone position. When all targets are hit, transition to lane #10 and repeat the target sequence. Target sequence: Target group #3: R30, R25, R20. + Target group #4: R30, R25, R20. Hit To Move |                 |              |
| Target-info | Target group #3: R30, R25, R20. + Target group #4: R30, R25, R20.   |                 |              |
| Equipment   | No magazine may hold more than 10 rounds.   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | TBA   |                 |              |
| Setup       | Hit To Move   |                 |              |

### 3. Trench

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.06 pts/sec |
| CoF         | Rifle ready condition 1 & 4. Start in the marked area. On signal, engage all targets, right to left in TG #5 & TG #6 from the right trench. When all targets are hit, transition to the left trench and engage all targets, left to right, in TG #5 & TG#6. Hit To Move |                 |              |
| Target-info | Target group #5: R25, R25, R25. Target group #6: R30, R30, R30  |                 |              |
| Equipment   |   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | TBA   |                 |              |
| Setup       |   |                 |              |

## 4. Barricade

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 10 pts & 20 rounds  | Par-time factor | 0.05 pts/sec |
| CoF         | Rifle ready condition: 1 & 4. Start 1m behind barricade. On signal, engage the middle targets i TG #1 & TG #2, left to right, from each position.<br>Position sequence: 1, 2, 3, 4, 5. Max 2p from each position. Hit to Move |                 |              |
| Target-info | TG#1: R25 + TG #2: R25  |                 |              |
| Equipment   |   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | TBA   |                 |              |
| Setup       | Hit To Move   |                 |              |

5. ASAP

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|             |  |                 |              |
|-------------|--|-----------------|--------------|
| Scoring     | Points & tie-breaker time  | Par-time        | 100.00 sec   |
| Info        | 6 pts & 20 rounds  | Par-time factor | 0.04 pts/sec |
| CoF         | Rifle ready condition: SA-1, BA-4. Start in prone position, "eyes on target", ready to engage. On signal engage all targets in TG#3 & TG#4, left to right. Hit To Move |                 |              |
| Target-info | TG#3: R30, R25, R20. TG#4: R30, R25, R20.  |                 |              |
| Equipment   |  |                 |              |
| Penalties   | As per current edition of rules  |                 |              |
| Safety      | TBA  |                 |              |
| Setup       | Hit To Move  |                 |              |

## 6. Tank Trap

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.09 pts/sec |
| CoF         | Rifle ready condition: SA-1, BA-4. Start in marked area. On signal, engage targets in target group #5 & #6 as stated below. Any part of the tank trap may be used as support. Target sequence: TG#5: LT, TG#6: LT, MT, RT. TG#5: MT. TG#6: LT, MT, RT. TG#5: RT TG#6: LT, MT, RT. Hit To Move TG#5 = Target Group #5 TG#6 = Target Group #6 LT = Left Target MT = Middle Target RT = Right target |                 |              |
| Target-info | TG#5: R25, R25, R25. TG#6: R30, R30, R30  |                 |              |
| Equipment   |   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | TBA   |                 |              |
| Setup       | Hit To Move   |                 |              |