

# 1. H1A Bunker

No image

Scoring	Points	Par-time	180.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	Shooter starts at the right bunker, engages large/small target with 1 shot each from inside the bunker. Move out of the bunker and engage large/small target with 1 shot each from the outside of bunker. Move to bunker 2, repeat. Move to bunker 3, repeat.		
Target-info	Ø30cm & Ø20cm, 383m.		
Equipment	1 bag, 1 bipod		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 2. H1B Modified prone

No image

Scoring	Points	Par-time	120.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF	Shooter starts at position 1 and engages target with 2 shots, moves to position 2 and engages target with 2 shots, moves to position 3 etc.		
Target-info	Ø20cm, 383m.		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

### 3. H3A On the rocks

No image

Scoring	Points	Par-time	180.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	The shooter will engage targets from position 1, with 2 shoots on far target, 2 shoots on near target. Move to position 2 and engage far target with 2 shots and near target with 2 shots. Repeat for position 3. Shooting position: prone		
Target-info	Ø20cm: 424m Ø30cm: 513m		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 4. H3B Tank trap

No image

Scoring	Points	Par-time	120.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF	Shooter is to engage near target with 1 shot, then engage far target with 1 shoot from one position on tank trap. Then repeat from position 2 on tank trap. Shooter must use 4 different positions on the tank trap.		
Target-info	1: Ø20cm, 263m 2: Ø30cm: 460m		
Equipment	1 bag to rule`em all.		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 5. H7A Troop line

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	Troop line: The shooter is to engage target 1 with 2 shots, move to target 2 and engage with 2 shots, move to target 3 and engage with 2 shots and repeat until all 6 targets is engaged with 2 shoots. Hit or miss		
Target-info	1: 338m, 2: 519m, 3: 687m, 4: 607m, 5: 845m, 6: 490m. 1: Ø20cm, 2: Ø30m, 3: Ø35cm, 4: Ø40cm, 5: Ø55cm, 6: Ø30cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 6. H7B Pallets

No image

Scoring	Points	Par-time	150.00 sec
Info	9 pts & 9 rounds	Par-time factor	-
CoF	Modified prone from pallets: The shooter is to engage target 1 (near) from position 1 with 3 shots. The move to position 2 and engage target 2 (middle) with 3 shots, then move to final position and engage target 3 (far) with 3shot. Hit or miss		
Target-info	1: 338m, 3: 687m, 5:845m 1: Ø20cm, 3: Ø35cm, Ø55cm Target number is the same as stage H7A.		
Equipment	One bag, one bipod.		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 7. S1A - Switching targets

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, the shooter will engage near target from any position on barricade, shooter must hit target with 2 shots before moving to far target from prone position. To move back to lowest position and near target, shooter must hit with 2 shots etc. 2 hits to move per target, per position.		
Target-info	1: 767m 2: 963m 1: Ø35cm 2: 40X40cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 8. S1B - Trip trap barricade

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	The shooter will start in the designated area behind the barricade. On fire command, engage the target with 2 shots from each marked position. First position is from prone, to the left of the barricade.		
Target-info	1: 502m 1: Ø30cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 9. S2A - Skill stage 1

No image

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	On fire command, shooter moves forward to his rifle and engage targets from left to right with one shot each, hit to move. When 3rd target is hit, repeat the shooting from right to left. Tiebraker stage.		
Target-info	290m 1: Ø25cm, 2: Ø25cm, 3:Ø25cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 10. S2B - Near to far

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command the shooter engage target 1 with 2 shots, hit or miss. Then engage target 2 with two shots, hit or miss. Then engage target 3 with 2 shots. Back to target 1 and repeat.		
Target-info	1: 290m 2: 750m, 3: 1003m 1: Ø25, 2: Ø35, 3: 70x70cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 11. S3A - Skill stage 4

No image

Scoring	Points	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	The shooter will start 9m behind firing line, on fire command the shooter will run up to the firing line and engage target 1, hit to move to target two, hit to move to target 3. When all targets are hit 1 time, remove magazine from weapon and move back to starting position to pick up second magazine and return to the firing line and engage the target in the same order as previous, but from weak side.		
Target-info	1: 380m, 2: 457m, 3: 560m 1: Ø15cm, 2: Ø20cm 3: Ø25cm		
Equipment	All, two magazines		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 12. S3B - The Rock

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, the shooter will engage target from position 1 with 4 shots, then move to position 2 and engage with 4 shots, and finally move to position 3 (standalone rock) and engage with 4 shots. Changing position must be done in front of the rock, remember safety angels.		
Target-info	534m 30x30cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 13. S4A - The poles

No image

Scoring	Points	Par-time	90.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	4 shots from each of the 3 marked positions. Can be shot in any order, but all 3 positions must be used. Gear: 2 bags allowed.		
Target-info	605m 30x30cm		
Equipment	2 bags allowed		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 14. S4B - Way out there

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage near target with 2 shots, hit or miss. Then engage far target with 4 shots, hit or miss. Back to near target and shoot 2 shoots, hit or miss, then engage far target with 4 shots.		
Target-info	1: 697m, 2: 1022m 1: 40x40cm, 2: 55x55cm – T1000 hit indicator		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 15. S5A - Holdover

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage far target with 2 shots, hit or miss. Then engage near target with 2 shots. Move back to far target, engage with 2 shots, move near target and engage with 2 shots, etc. No elevation and windage adjustment on turrets allowed.		
Target-info	1: 700m, 2: 410m 1: Ø40cm, 2: 25x25cm		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 16. S5B - Troopline

No image

Scoring	Points	Par-time	180.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage target 1 with 1 shot, then engage target 2 with 1 shot, then engage target 3 with 1 shot, then target 4 with 1 shot. Repeat two more times. Hit or miss.		
Target-info	1: 410m, 2: 503m, 3: 586m, 4: 700m 1: 25x25cm, 2: 25x25cm, 3: Ø30cm, Ø40cm		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			