

# 1. Bunker

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|             |  |                 |              |
|-------------|--|-----------------|--------------|
| Scoring     | Points   | Par-time        | 90.00 sec    |
| Info        | 12 pts & 20 rounds   | Par-time factor | 0.08 pts/sec |
| CoF         | RCC: 1 & 4 Start: Both feet on rear platform. On signal, engage the targets from top of the bunker and from inside the bunker, according to target sequence 1. |                 |              |
| Target-info | Target sequence 1: TG1: 1-2-3, 1-2-3   |                 |              |
| Equipment   | No limit   |                 |              |
| Penalties   | As per current edition of rules  |                 |              |
| Safety      | L/R outer edges of doors.  |                 |              |
| Setup       | 2 magazines 50/50, HTM   |                 |              |

## 2. Unsupported

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 90.00 sec    |
| Info        | 6 pts & 20 rounds   | Par-time factor | 0.10 pts/sec |
| CoF         | RCC: 3 & 5 Start: Squatting behind the wall, without seeing the targets. On signal, engage the targets from top of the wall and from prone to the left of the wall, according to target sequence 1. |                 |              |
| Target-info | Target sequence 1: TG2: 1-2-3   |                 |              |
| Equipment   | Rifle, sling, Battle pack 2000  |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | L/R outer edges of the doors.   |                 |              |
| Setup       | 2 magazines 50/50, HTM, engage targets from the middle of the openings.   |                 |              |

### 3. Speed is king!

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 60.00 sec    |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.10 pts/sec |
| CoF         | RCC: 3 & 5 Start with rifle on the most right table, both hands on the table. All gear on person. On signal, grab your rifle and engage the targets from prone and from the table according to target sequence 1. |                 |              |
| Target-info | Target sequence 1: TG4: 1-2-3 TG3: 1-2-3  |                 |              |
| Equipment   | Bipod only.   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | L/R 45°   |                 |              |
| Setup       | HTM, load your when in your first position, muzzle down range.  |                 |              |

## 4. Are you fast enough??

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|-------------|---|-----------------|--------------|
| Scoring     | Points & tie-breaker time   | Par-time        | 30.00 sec    |
| Info        | 9 pts & 20 rounds   | Par-time factor | 0.10 pts/sec |
| CoF         | RCC: 1/4 Start: Prone, hands on deck, no sight picture before start. On signal, engage the tagets from prone position according to target sequence 1. |                 |              |
| Target-info | Target sequence 1. TG1: 1-2-3 , 1-2-3, 1-2-3  |                 |              |
| Equipment   | Not restricted  |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | L/R outer edge of the doors.  |                 |              |
| Setup       | HTM   |                 |              |

## 5. Ranger stuff

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| Scoring     | Points  | Par-time        | 100.00 sec   |
|-------------|---|-----------------|--------------|
| Info        | 9 pts & 20 rounds   | Par-time factor | 0.02 pts/sec |
| CoF         | RCC: 3/5 Start: 1m behind barricade with battle pack on your back with both straps over shoulders. On signal, engage the targets according to target sequence 1, from prone. Transition to the steel barricade and engage the targets according to target sequence 1, from kneeling and from standing position, using the steel barricade as support. |                 |              |
| Target-info | Target sequence 1: TG2: 1-2-3   |                 |              |
| Equipment   | Battle pack 2000 + Sling  |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | L/R outer edges of the doors  |                 |              |
| Setup       | 2 magazines 50/50, HTM  |                 |              |

## 6. Refill

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|             |   |                 |              |
|-------------|---|-----------------|--------------|
| Scoring     | Points  | Par-time        | 100.00 sec   |
| Info        | 12 pts & 20 rounds  | Par-time factor | 0.05 pts/sec |
| CoF         | RRC: 2, rifle placed in shooting area. Start: At shooting area. On signal, with rifle placed in shooting area, grab the ammo boxes and run to the turning point and back. From top of the supplied tripod (personal tripod may be used), engage the targets according to target sequence 1. |                 |              |
| Target-info | Target sequence 1: TG3: 1-2-3, TG4: 1-2-3, TG3: 1-2-3, TG4: 1-2-3   |                 |              |
| Equipment   | No limit.   |                 |              |
| Penalties   | As per current edition of rules   |                 |              |
| Safety      | L/R outer edges of the doors.   |                 |              |
| Setup       | 2 magazines 50/50, HTM  |                 |              |