

1. Farmers Market

K318i
ULTRALIGHT PRISMATIC EYE
3-5 MAGN
100% WATER-RESISTANT



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|-------------|---|-----------------|--------------|
| Scoring | Points | Par-time | 90.00 sec |
| Info | 8 pts & 20 rounds | Par-time factor | 0.10 pts/sec |
| CoF | On signal, from the stone, engage the targets with one hit each. Transition to the "rake" and from the rake, re-engage the targets with one hit each. | | |
| Target-info | - T 1: 2x30cm, Distance: TBA (304m) T 2: 2x30cm, Distance: TBA (304m) | | |
| Equipment | UNL | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Red house. R: Stone pile to the right. | | |
| Setup | RRC 1, Start 1m behind stone. Positions: Stone, Rake. | | |

2. Stones



| Scoring Info | Points | Par-time | 90.00 sec |
|--------------|---|-----------------|--------------|
| | 6 pts & 20 rounds | Par-time factor | 0.04 pts/sec |
| CoF | On signal, engage both targets from each position, with one hit each. | | |
| Target-info | - T3: Metric Target. Distance: TBA (580m) T4: Metric Target. Distance: TBA (580m) | | |
| Equipment | UNL | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Red House. R: Large pine with ATA-tape. | | |
| Setup | RRC 1. Start 3m behind stones. Positions: Stone, Prone, Stone | | |

3. Snipers Hide



| Scoring Info | Points | Par-time | 120.00 sec |
|--------------|--|-----------------|--------------|
| | 8 pts & 20 rounds | Par-time factor | 0.02 pts/sec |
| CoF | On signal, from top of the hide, engage the targets with one hit each. Get into the hide and preform assigned task. Repeat for a total of three revolutions. After completing the third task, engage the targets from inside the hide with one hit each. Before re-engaging the targets, each preformed task must be approved by the RO by stating "OK"! | | |
| Target-info | - T5: R50cm. Distance: TBA (510m) T6: R50cm. Distance: TBA (490m) | | |
| Equipment | UNL | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Extension of the left trail. R: The most left edge of the road to the right. | | |
| Setup | RRC 1. Start: Standing 1m behind SH. Positions: On top of, and inside SH. | | |

4. Logistics

NEW K540i
THE GRAVE CHARGER 40X
5.4300X



| Scoring | Points | Par-time | 120.00 sec |
|-------------|--|-----------------|--------------|
| Info | 9 pts & 20 rounds | Par-time factor | 0.07 pts/sec |
| CoF | On signal, move to the stones and from one of the stones, engage the targets, left to right with one hit each. Collect the "ammoboxes" and re-engage the targets from the previous stone. Transition to one of the other stones and re-engage the targets one again with one hit each. | | |
| Target-info | - T7: 3 x R50cm. Distance: TBA (470m) | | |
| Equipment | All gear on person throughout the COF | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Large pine to the left. R: Most left edge of the road to the left. | | |
| Setup | RRC 2. Start on the road at mark. Positions: 3 designated stones. | | |

5. Barricade



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|-------------|--|-----------------|--------------|
| Scoring | Points & tie-breaker time | Par-time | 100.00 sec |
| Info | 10 pts & 20 rounds | Par-time factor | 0.09 pts/sec |
| CoF | On signal, engage the targets, left to right, with one hit from each specified position. | | |
| Target-info | - T8: 2 x R50cm. Distance: TBA (475m) | | |
| Equipment | No magazine used may contain more than 10 rounds. | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Cell Tower. R: Most right green hill. | | |
| Setup | RRC 1. Start 1m behind barricade. Positions: 4 on barricade + 1 prone, free order. | | |

6. Foxhole



| Scoring | Points | Par-time | 120.00 sec |
|-------------|---|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.08 pts/sec |
| CoF | On signal, from prone position, engage the target groups, left to right with one hit each. Transition to the foxhole and engage the IPSC-targets with 2 hits each. Re-engage the target groups, left to right, with one hit each. | | |
| Target-info | Left target group, T9: 2 x 30cm. Distance: TBA (250m) Right target group, T10: 2 x 30cm. Distance: TBA (250m) IPSC-targets: 2 x IPSC-Target. | | |
| Equipment | No magazine used may contain more than 10 rounds. | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Hunting Tower. H: Large Boulder in the field. | | |
| Setup | RCC 1. Standing, touching junction box. Positiones: Prone, Foxhole | | |

7. Dystopia



| Scoring | Points | Par-time | 100.00 sec |
|---------|--------------------|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.05 pts/sec |

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|-------------|--|
| CoF | On signal, drag "Woody" to cover. From the back seat, engage the targets right to left with one hit each. Transition to the roof or hood and repeat the target engagement. |
| Target-info | - Target group Right, T11: 4 x R20cm. Distance: TBA (210m) Target group Left, T12: 2 x R40cm. Distance: TBA (360m) |
| Equipment | UNL |
| Penalties | As per current edition of rules |
| Safety | L: Cell Tower. R: Hunting Tower |
| Setup | RCC 2, rifle placed in back seat of vehicle. Start at mark, 10m left of vehicle. Positions: Inside back seat of the car and Hood or Roof. |

8. Down the canal

K3281 DLR
THE CLARK CHASE K28
32 28000



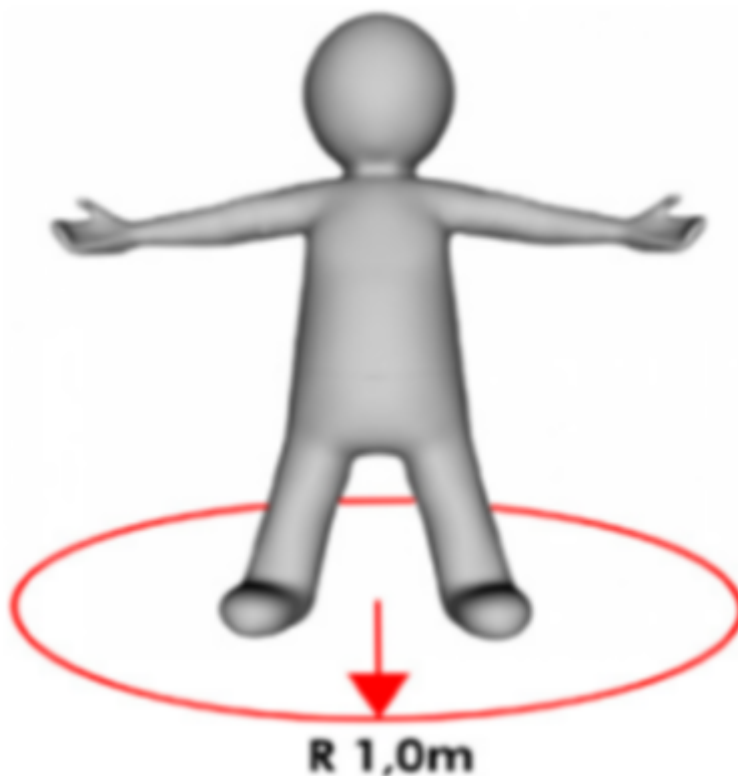
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|-------------|---|-----------------|--------------|
| Scoring | Points | Par-time | 90.00 sec |
| Info | 12 pts & 20 rounds | Par-time factor | 0.10 pts/sec |
| CoF | On signal, engage the targets close to far according to target sequence 1. Repeat target engagement. | | |
| Target-info | T13: 2 x R25cm, Distance: TBA (260m) Single hit T14: 1 x R25cm, Distance: TBA (50m) Double hit T15: 2 x R20cm, Distance: TBA (100m) | | |
| Equipment | Single hit Target sequence 1: T14-T14-T15-T15-T13-T13 | | |
| Penalties | UNL | | |
| Safety | As per current edition of rules | | |
| Setup | L: Cell Tower. R: Hunting Tower | | |
| | RRC 1. Start 1m behind stone. Positions: Off-Hand or Stone. | | |

9. Stoners Prone



| Scoring Info | Points | Par-time | 100.00 sec |
|--------------|---|-----------------|--------------|
| | 6 pts & 20 rounds | Par-time factor | 0.05 pts/sec |
| CoF | On signal, engage the targets with one hit each from all three positions. | | |
| Target-info | - T16: 2 x R40cm. Daistance from stone: TBA (400m) | | |
| Equipment | UNL | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Nearest triple birch tree. R: Red barn. | | |
| Setup | RRC 1. Start 1m behind stone. Battle pack 2000 must be worn throughout COF. Positions: Stone, prone, prone. | | |

10. Run the Gun



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|--------------|--|-----------------|--------------|
| Scoring Info | Points | Par-time | 100.00 sec |
| | 9 pts & 20 rounds | Par-time factor | 0.09 pts/sec |
| CoF | On signal, Engage targets in T19 with one hit each, from the market area. Transition to the next position an engage the targets in T18 from the stone pile with one hit each. Transition and engage the targets in T17 from the stone with one hit each. | | |
| Target-info | - T19: 2 x R40cm. Distance: TBA (380m) T18: 3 x Rabbits. Distance: TBA (290m) T17: 4 x Hearts. Distance: TBA (300m) | | |
| Equipment | UNL | | |
| Penalties | As per current edition of rules | | |
| Safety | L: Nearest triple birch tree. R: Red barn / Stick in the mud. | | |
| Setup | RRC 1. Start 1m behind left stone wall. Positions: Stone wall, Stone pile, stone. | | |