

# 1. Foxhole (Klar)

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 20 rounds	Par-time factor	0.04 pts/sec
CoF	RRC: 1 / 4 Start: Behind oil drums. On signal, engage targets from top of the vertical drum according to Target Sequence 1 , transition to the horizontal drum and engage the targets according to Target Sequence 1. ' Transition to prone and engage targets according to Target Sequence 1. Move to the foxhole and from the top engage targets according to target sequence 1, and from the inside, engage targets according to Target Sequence 1. Props: 2 x Oil drums 1 x pallet foxhole - Do not leave gear behind - Engage safety before chambering a round. - Engage safety before breaking sight picture.		
Target-info	Target Sequence 1: TG1:1 x 2 + TG3 x 2 Target groups: TG1: 30-30-30 TG3: 30		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R Edges of sound barriers		
Setup	2 magazines 50/50, HTM		

## 2. Modified Prone (Klar)

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Scoring	Points	Par-time	100.00 sec
Info	7 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	RRC: 3/5 Start 10m behind pallets. On signal, from modified prone area, load weapon, engage targets according to Target sequence 1. Props: 4 Pallets - Do not leave gear behind - Engage safety before chambering a round. - Engage safety before breaking sight picture.		
Target-info	Target Sequence 1: TG2: 2.1-2.2-2-3 + TG3 + TG4: 4.1-4.2-4.3 Target groups: TG2: 30-25-20 TG3: 30 TG4: 25-20-Mini torso		
Equipment			
Penalties	As per current edition of rules		
Safety	L: Edge of sound barrier R: Traffic cone		
Setup	2 magazines 50/50, HTM		

### 3. Trench (Klar)

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Scoring	Points	Par-time	100.00 sec
Info	8 pts & 20 rounds	Par-time factor	0.06 pts/sec
CoF	RRC: 1/4 Start: Kneeling behind left trench, muzzle pointing down range. On signal, engage targets according to target sequence 1 from top of the left trench. transition to prone and engage the targets according to target sequence 2. Transition to the right trench and from inside the trench, engage targets according to target sequence 3. Left trench: Standing Prone: Inbetween trenches. Right trench: Kneeling in shallow trench. Props: 1 Standing trench 1 Foxhole rotated		
Target-info	Target sequence 1: TG1: 1.1+1.2+1.3 Target sequence 2: TG2: 2.1+2.2+2.3 Target sequence 3: TG3: x 2 Target groups: TG1: 30-30-30 TG2: 30-25-20 TG3: 30		
Equipment	Bipod only		
Penalties	As per current edition of rules		
Safety	L/R Outer edges of sound barriers.		
Setup	2 magazines 50/50, HTM		

## 4. Skill Stage of sorts.... (Klar)

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Scoring	Points & tie-breaker time	Par-time	100.00 sec
Info	10 pts & 20 rounds	Par-time factor	0.08 pts/sec
CoF	RRC: 3/5 On signal, engage the targets, from all four levels of the barricade, according to target sequence 1. Transition to prone and engage targets according to target sequence 2.		
Target-info	Target sequence 1: TG4: 4.1 x 2 Target sequence 2: TG4: Mini torso Target groups: TG4: 25-20-Mini torso		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L: Left sound barrier R: Traffic cone		
Setup	2 magazines 50/50, HTM		

## 5. Ranger (Klar)

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Scoring	Points	Par-time	100.00 sec
Info	6 pts & 20 rounds	Par-time factor	0.08 pts/sec
CoF	RRC: 3/5 Start: The far end of the shooting house, wearing battle pack with both straps ( may be removed on the clock), muzzle pointing down range. On signal, move to the designated shooting area. Load the weapon in designated shooting area and from there, engage the targets frome standing according to target sequence 1 and from prone according to target sequence 1. Props: Battle Pack 2000 Center roof strut		
Target-info	Target sequence 1: TG1: 1.1+1.2+1.3 Targets group: TG1: 30-30-30		
Equipment	Battle pack 2000 + Sling		
Penalties	As per current edition of rules		
Safety	L/R		
Setup	2 magazines 50/50, HTM		

## 6. Just Ding It (Klar)

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Scoring	Points	Par-time	100.00 sec
Info	6 pts & 20 rounds	Par-time factor	0.01 pts/sec
CoF	RCC: 3/5 Start: 5m behind the barricade. On signal, from the middle bar, load the rifle and engage the targets according to targets according to target sequence 1.		
Target-info	Target sequence 1: TG2: 2.1-2.2-2-3 + TG4: 4.1-4.2-4.3 Target groups: TG2: 30-25-20 TG4: 25-20-Mini torso		
Equipment	All		
Penalties	As per current edition of rules		
Safety	L: Edge of the left soundbarrier R: Traffic cone.		
Setup	2 magazines 50/50, HTM		