

1. "No Quarter Given"



Scoring Info	Points	Par-time	100.00 sec
	9 pts & 20 rounds	Par-time factor	0.08 pts/sec
CoF	RRC: 1 Start: Standing between traffic cones. On signal, engage the targets, left to right, from all three positions. 3 points/position Positions: - Standing trench. - From top of the foxhole. - From inside the foxhole. (Pallvärn)		
Target-info	Target sequence: TG1:1 + TG1:2 + TG1:3		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: ATA tape R: 250m berm.		
Setup	HTM, left to right		

2. The SUCK!!



Scoring	Points	Par-time	100.00 sec
Info	6 pts & 20 rounds	Par-time factor	0.06 pts/sec
CoF	RRC: 1 Start: Standing between traffic cones. On signal, engage the targets with one hit each from all marked positions. Positions: Marked positions on the Roof Top + 1 prone.		
Target-info	Target sequence: TG3.1		
Equipment	Nothing but hate.		
Penalties	As per current edition of rules		
Safety	L: Outer edge of left sound barrier. R: Outer edge of sound barrier.		
Setup	Hit to move		

3. Refill



Scoring	Points	Par-time	100.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.07 pts/sec
CoF	RRC: 3, placed on the ground behind the oil barrels, pointing down range. Start: Touching oil barrel, All gear on person throughout COF. Shooting bag may be left by the rifle. On signal, go get the ammo boxes containing one magazine per box. Engage the targets with one hit each according to the target sequence. Positions: - Vertical oil barrel. - Horizontal oil barrel.		
Target-info	Target sequence: Vertical barrel: TG4.1 + TG4.2 + 4.3 Horizontal barrel: TG4.1 + TG4.2 + 4.3		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Outer edge of the left sound barrier. R: Traffic cone		
Setup	HTM, Magazines 50/50 fill. All gear on person throughout COF.		

4. "Overwatch"



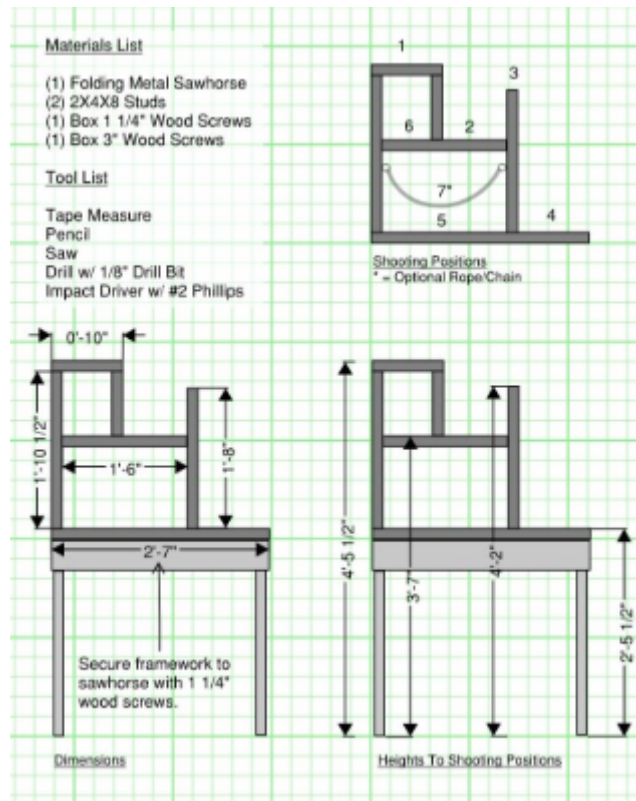
Scoring Info	Points & tie-breaker time	Par-time	100.00 sec
	12 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	RRC: 1, Start: Kneeling behind rifle. No sight picture allowed. On signal, from prone, engage the targets according to the target sequence and repeat once. Position: Prone		
Target-info	Target sequence: TG1.1 + TG1.2 + TG1.3 + TG4.1 + TG4.2 + TG4.3		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: ATA Tape. R: 250m berm		
Setup	HTM		

5. "OSCAR MIKE"



Scoring	Points	Par-time	100.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	RRC: 3, Rifle placed on the ground at position 1. Start: Standing behind rifle. On signal, engage the targets with one hit each, then transition to position 2 and reengage the targets. Repeat the cycle.		
Target-info	Target sequence: TG2:1 + TG2:2 + TG2:3		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Outer edge of the left sound barrier. R: Outer edge of the right sound barrier.		
Setup	HTM		

6. "Let it rip"



Scoring	Points	Par-time	100.00 sec
Info	6 pts & 20 rounds	Par-time factor	0.10 pts/sec

CoF	RRC: 3 Start: Standing behind barricade. On signal: Engage the target with one hit from the marked positions. Max 1 point/position. All gear on person throughout. Shooting bag may be left by the rifle.		
Target-info	Target: TG3.1		
Equipment	UNL, All gear on person throughout		
Penalties	As per current edition of rules		
Safety	L: Outer edge of the left sound barrier. R: Traffic cone		
Setup	Free order of positions on The Punisher.		