

SSAA Precision Shooting SA - Mini Meltdown Matchbook

Stage 1 - Windows 10

90 secs.

200 mm round @ 365 m large KYL

400 mm @ 500 m (second largest KYL)

Unlimited equipment all deployed on the clock. Windows must form front rest.

10 shots

Start port arms mag in. On start signal shooter engages the small target with one shot from each of the left 5 windows. Shooter then engages the large target with one shot from each of the bottom right 5 windows. Shoot to move.

Stage 2 - Tremor My Targets

90 seconds

Hit to move

10 rounds

259 m 150 mm square

303 m 200 mm round

346 m 200 mm square

409 m 250 mm round

451 m 250 mm square

Bipod only

Shooter to start port arms mag in. Shot prone. Spare mag on chair about 15 m away.

On start signal the shooter must hit the targets with one round each in order of near to far then complete a Mag change with spare mag from chair and then hit the targets from far to near with one shot each.

Cannot dial scope, must be set to zero.

Tie breaker stage

Hit to move

Stage 3 - Step Up and Slide

90 seconds

Any equipment

260 mm square @ 365 m

KYL @ 500 m

Shooter to start port arms mag in. On start signal shooter moves to steps and engages the 365 m target with 1 shot from each step from low to high. Shooter then moves to the ramp and engages the 500 m KYL in order of large to small with one shot per target. Shooter must be on the ramp completely

10 shots

Shoot to move

Stage 4 - Barricade Bonanza

90 seconds

ROUNDS: 10

EQUIPMENT: Any

TARGETS 250 mm square @ 360 m

Shooter will start port arms magazine inserted & bolt back. On the start signal shooter is to

move to the barricades and engage the target with 2 rounds from each of the 5 firing positions in any order - SHOOT TO MOVE

Positions:

- Top of tyre
- Cable drum
- Top of other tyre
- Chair
- Sack truck

Stage 5 - Snowtown

TIME: 90

ROUNDS: 9

EQUIPMENT:

1 BAG ONLY

TARGETS;

200 mm Round @ 300 m (Large KYL)

200 mm Popper @ 385 m

200 mm Popper @ 500 m

Shooter will start port arms, magazine inserted and back in the starting position. On the start signal the shooter will move to the barrel and engage the targets near to far with 1 round at each distance, shooter repeats for the two remaining barrels. SHOOT TO MOVE.

Stage 6 - Tripod City

Time 120 seconds

Tripod, bipod and 1 bag

10 shots

Targets

Duelling tree at 300 m

Popper @ 385 m

Shooter starts port arms, mag in & tripod collapsed in hand. On the start signal the shooter will deploy their tripod to shoot over the barricade (rock pile) and engage the duelling tree with 1 round then engage the popper with 1 round, shooter alternates between the two targets until 5 shots have been taken. Shooter then drops prone and engages the popper then duelling tree with one shot each and alternates until 5 shots have been taken. Shoot to move.

Stage 7 - Parallax Me

Time 100 seconds

Equipment - any

10 shots

Targets

100 mm square @ 150 m

200 mm Popper @ 500 m

Shooter to start port arms, mag in. On the start signal the shooter will move to the ladder and engage the near then far target with 1 shot each from the bottom step. Shooter then moves up a step and repeats and keeps doing so until all 5 steps have been used. Vertically challenged shooters may move from the second highest down to the middle step if they cannot reach. Shoot to move.