

Stage 1: Both Eyes On The Prize

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back.

At the start signal, the shooter will move to any one of the 4 nominated firing positions on the barricades and engage the target from that position. Shooter will then move to the remaining firing positions in any order and engage the target from those positions.

3 shots are to be taken from each of the nominated firing positions, with the **second shot only** being from the support side (full support side, including trigger finger).

Times will be recorded and combined for a tie-breaker.

100m Target (blue)

Shoot To Move

Times will be recorded

120 Seconds

12 Points

Unrestricted Gear

Tripods must be deployed on the clock

Stage 2: In Technicolour

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back, (bipod deployed).

On the start signal, the shooter is to place their rifle on the ground to the left of the Stage 2 barricade and turn over a colour block. The **shooter must notify the spotter which colour** target they will be engaging. The shooter then moves to the first position on the barricade (lower left) and engages the appropriate colour target with two rounds.

The shooter then returns their rifle to the ground (always to the left of the barricade), muzzle pointed correctly, and selects another colour block. The process is repeated for each of the 4 standard positions on the Stage 2 barricade, **left to right**.

60m Target – green

100m Target – blue

140m Target – yellow

180m Target - pink

Shoot To Move

100 Seconds

8 Points

Unrestricted gear, bipod may be deployed prior to starting, tripods must be deployed on the clock.

Stage 3: Stack 'Em & Rack 'Em

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back.

On the start signal the shooter will move to the single crate and engage the KYL rack with a single shot on the left end target and then a single shot on the next target right.

The shooter then places the rifle on the ground to the left of the crate and stacks a second crate on top of the first and engages the next two targets on the KYL rack. This process is repeated for the next two crates in the stack.

A final two shots are to be taken from the remaining grey crate in it's upright position at the 200m target.

KYL Rack – 42m

200m Target

Shoot To Move

90 Seconds

10 Points

Unrestricted gear, tripods must be deployed on the clock

Stage 4: Rocking & Rolling with a Double Shot of Baileys

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back.

Prior to the start the shooter must **nominate one only of the pipes they are not going to use** and this pipe is removed from the barricade. The ropes cannot be nominated and both must be used.

On the start signal the shooter is to move to the lowest right nominated position and engage the target with a single shot.

The shooter then moves to each nominated firing position in turn, going up the inside of the right ladder, down the centre, across to the left ladder, up the centre and finally down the inside of the left ladder.

One shot is fired from each position, shoot to move.

77m Target

Shoot To Move

120 Seconds

12 Points

Unrestricted gear, tripods must be deployed on the clock

Stage 5: Tyred of Dialing

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back.

On the start signal, the shooter is to move onto to any one of the five nominated positions on the tyre stack and engage the 200m (far) target with two rounds. The shooter **must get two impacts** on the 200m target before moving to the next position (hit to move).

Once the shooter has achieved two impacts on the 200m target the shooter then moves to another of the four nominated positions (any order) and engages the next closest target with two rounds, shoot to move. The process is then repeated **far to near** for the remaining three positions in any order.

All targets are to be engaged **without dialling scope turrets**.

200m Target

150m Target

100m Target

75m Target

50m Target

Hit To Move/Shoot To Move

100 Seconds

10 Points

Unrestricted gear, tripods to be deployed on the clock

Stage 6: Wobbly Boot

The shooter will start 2 meters behind firing position port arms, magazine in, bolt back, (bipod deployed).

On the start signal, the shooter is to move onto to the wobble board into the prone supported position and engage the targets **near to far** with a single shot on each target.

The shooter then re-engages the same targets **far to near**.

25m Target

50m Target

75m Target

100m Target

150m Target

200m Target

Shoot To Move

100 Seconds

12 Points

Bipod (which may be deployed off the clock) and the supplied boot only, with the boot to be used as the only rear support.