

Stage 1 – Unlock the KYL

- Unlimited gear
- Hit to move
- 120 seconds
- 10 rounds 10 points

Shooter starts prone behind the gun with mag in and bolt back. On the start signal the shooter is to engage the near target to unlock the 500m KYL, shooter then engages the large 500m KYL target, shooter then returns to the near target to unlock the KYL again, then engages the 2nd largest KYL target, shooter repeats this process back & forth to work down the KYL rack from largest to smallest. Shooter must perform a mandatory mag change after every impact.

Stage 2 – PRS skills stage 2

- Unlimited gear
- Shoot to move
- 90 seconds
- 8 rounds 8 points

Shooter starts port arms, mag in bolt back 9 metres behind firing line. On the start signal the shooter is to move forwards to the firing line and fire 2 rounds from each of the 4 positions at the 365m target. (TIMED STAGE)

Stage 3 – Back to the tyre

- Unlimited gear
- Shoot to move
- 105 seconds
- 7 rounds 7 points

Shooter starts port arms, mag in bolt back 2 metres behind firing line. On the start signal the shooter is to build a position on the tyre and engage the left 365m target, shooter then transitions to the standing skills 2 position to engage the right 365m target, shooter then returns to the tyre to engage the left 365m target a 2nd time, shooter continues to move back & forth for all 7 rounds.

Stage 4 – PRS skills stage 3

- Unlimited gear
- Hit to move
- 90 seconds
- 12 rounds 8 points

Shooter starts port arms, mag in bolt back 9 metres behind firing line. On the start signal the shooter is to move forwards to the firing line and adopt a prone position. The shooter must engage the near left target and the far left target, perform a mandatory mag change, then engage the far target and the near target. Shooter then transitions to the box to engage the near right target and far right target, perform another mag change, then engage far and near again. (TIMED STAGE)

Stage 5 – Support the benches

- Unlimited gear
- Shoot to move
- 105 seconds
- 10 rounds 10 points

Shooter starts staged on the firing line behind the gun in a modified prone strong side position. On the start signal shooter engages the large 385m KYL target, shooter then transitions to the 2nd bench into a support side position to engage the large 300m KYL target, shooter then transitions back to the 1st bench to engage the 2nd 385m KYL target, shooter repeats this process back & forth for all 10 targets.

Stage 6 – All the barricades

- Unlimited gear
- Shoot to move
- 120 seconds
- 12 rounds 12 points

Shooter starts port arms, mag in and bolt back 2 metres behind firing line. On the start signal shooter is to fire 3 rounds from the drum at the 200m target, then fire 2 rounds from each of the 3 positions on the cable reel at the 300m target, then fire 3 rounds from the tank trap at the 385m target.