

JP CUP

6/11/2021

Stage 1; Pocket Three's

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

At the start signal, the shooter will move to the barricade to one of the 4 nominated firing positions and engage the targets, Shooter will then move to the remaining firing positions in any order and engage the targets from those positions. The shooter must shoot a total of 3 shots, one at each target before having to move to the next firing position.

Targets must be engaged in this order, 85m 63m, 103m.

Times will be recorded for a tie-breaker, **so shoot fast and miss quicker.**

85m, 63m, 103m, Targets

Shoot To Move

Times will be recorded

105 Seconds

12 Points

Unrestricted Gear

Tripods must be deployed on the clock

Stage 2: Brain Farts

The shooter will start next to their rifle in the “holding area” (bench) with the **magazine out**, bolt back.

At the start signal, the shooter will move and select a facedown card, this card will have the target order the shooter must engage. The shooter can take as long as they wish to view/memorise the card, they then must give the card to the spotter, and shoot from the opposite bench to where their rifle is engaging the targets in the order coinciding with the card they selected.

Once they have given the card to the spotter **No OUTSIDE HELP** can be given on target order, **if you shoot targets out of order no impacts will be given.**

Once all three shots have been taken the shooter will then return to the cards select the next facedown card and repeat the process moving benches and changing magazines each time until all cards have been used or the shooter times out

Magazines must be changed no bench taps will be accepted,

103m, 83, 63m Targets

Shoot To Move

105 Seconds

12 Points

Unrestricted Gear

Tripods must be deployed on the clock

Stage3: Imagine If Maxwell & I Had A Baby

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

On the start signal the shooter will move to one of the 9 nominated firing positions and engage the targets from near to far. Once both targets have been engaged the shooter can then move to any of the remaining positions and repeat the process until all positions have been used or until time runs out.

If shooting **through** the barrel, the shooter may engage the near target twice as a reward.

80m, 154m Targets

Shoot To Move

105 Seconds

18 Points

Unrestricted Gear

Tripods must be deployed on the clock

Stage 4; Shoots & Ladders 2.0

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

On the start signal the shooter will move to the bottom run of the ladder and impact the 50m target with one hit, once the target has been impacted the shooter can then progress one step higher and engage the next furthest target. The shooter must impact that target, If the shooter misses they must return to the lower step and impact the last target once before returning and trying to impact that target again, this will then be repeated for all five shooting positions.

The shooter only needs to impact each target once on the way up. Only the impacts on each of the 5 targets will be scored. Once the shooter has made their 5 impacts, they can make their way back down the ladder working **far to near**, two shots each on the targets only.

50m - 75m - 100m - 150m - 200m Targets

Hit to move

Unlimited Rounds

105 Seconds

15 Points

Unrestricted Gear

Stage5: Get Your Tips Out Of My Doughnut Hole

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

On the start signal the shooter will move to one of the 6 tips of the tank traps and engage the doughnut targets **near to far strong side**, once both targets have been engaged they can move to the next tip and engage the same targets from **far to near weak side**. This process is then repeated for the remaining tips. Only impacts on the target are scored, not shots into the chocolate sprinkled hole.

This is a **ONE BAG** only stage, this means no tripods, plates, tack tables, bags attached to the rifle or any other harebrained gamer items you might have floating around in your backpack, you can however use your backpack with all these things inside it.

Weak-Side means everything, weak trigger, eye etc.

50m, 100m Targets

Shoot To Move

105 Seconds

12 Points

One Bag Only

Stage 6: Take A Penny Leave A Penny

The shooter will start next to their rifle in the “holding area” (bench) with the **magazine out**, bolt back.

On the start signal the shooter may receive one of their magazines from the holding area and shooting prone off the table engage the targets **near to far** with one round each.

After all five targets have been engaged the shooter may then return to the holding area and retrieve their next magazine and engage the targets **far to near**.

Finally after all five targets have been engaged far to near the shooter may once again go to the holding area, retrieve their final magazine and engaged the targets **near to far**.

A minimum of two magazines must be used on this stage, each time the shooter returns to the holding area they must bring their previously used magazine and return that before taking a fresh one. People using CZ connected magazines must place them into the area, clap their hands twice, then are able to retrieve the magazine. Failure to clap or not returning a magazine to the holding area will result in all future impacts being void until the problem is rectified.

50m - 75m - 100m - 150m - 200m Targets

Shoot to move

105 Seconds

15 Points

Unrestricted Gear

Tripods must be deployed on the clock

