## Feeling Lucky

TIME
105 Seconds


ROUND COUNT
10

EQUIPMENT
Unlimited


200 mm @ 303 m
234 mm @ 451 m
290 mm @ 500 m

## STAGE BRIEF

Shooter to start port ams, mag in bolt back 5M From vehicle On the start signal, shooter will engage troop line targets near to far from the vehicle shooter will then change positions and re-engage the targets in the same order, mandatory mag change when moving positions

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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## Slow is Smooth, Smooth is Fast!

TIME
120 Seconds


ROUND COUNT
10

EQUIPMENT
Unlimited


## TARGETS

290 mm
175 mm
250 mm
250 mm
125 mm
KYL @ 500 m

## STAGE BRIEF

Shooter will start port arms, mag in bolt back 5M from skills barricade

On start signal, shooter will take up any position on the barricade and engage the KYL Rack at 500 M from left to right, then right to left moving positions between targets shoot to move- shooter may choose any position in any order and may only repeat 1 position - the position that is repeated may be repeated on consecutive shots.

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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##  <br> ROUND COUNT <br> 10

EQUIPMENT
Unlimited
TARGETS
Pigs

200 m
385m
Chickens
300 m
500 m

## STAGE BRIEF

Shooter starts port arms mag in bolt back 5 m from bench. On start signal shooter will engage the pig and chickens on each berm, double taping the chicken targets going from near to far then far to near Shooter must double tap the 300 and 500 m (chickens) and single tap 200 and 385 (pigs).
Holdovers only

Target sequence as follows:
200 m Pig
300 m Chicken x2
385m Pig
500 m Chicken x 2
385 Pig
300 Chicken x2
200 Pig

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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## Branching Out

TIME
90 Seconds

EQUIPMENT
Unlimited

T2 200 mm @ 385

## STAGE BRIEF

Shooter will start port arms, bolt back mag in 5 m from tree

Shooter to engage targets left to right from any 5 positions on the tree, shoot to move

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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## Wheely Fast - Tie Breaker

TIME
90 Seconds


ROUND COUNT
9


EQUIPMENT
Unlimited
TARGETS
240 mm Square
@ 270 m

## STAGE BRIEF

Shooter will start port arms mag in bolt back 5m from tyres

On start signal shooter will take up position on the tires and engage lolly pop target at 270 with 3 impacts then move to a new position on the tires, for a further 3 shots, and repeat again. Shooter may not use the same position on the tires more than once
Shoot to move

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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## Stairway To Heaven

TIME
100 Seconds


ROUND COUNT
12

EQUIPMENT
Unlimited

125 mm @ 500 m

## STAGE BRIEF

On start signal shooter will take up a position on the stair and engage 385 KYL rack from large to small then small to large changing positions after every 2 impacts, hit to move. Shooter may then engage the smallest KYL target at 500 m from any position they choose on the stairs with any remaining rounds, shooters last 2 rounds must be single fed

10 rnd mag or 25 rnd mag only

## COMPETITOR DATA

| DIST | SIZE | DROP | 5 MPH | 10 MPH | DIST | SIZE | DROP | 5 MPH | 10 MPH |
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