

**Stage 1: Mad Minute - 60 seconds, 10 shots. 10 points**

All squad will shoot simultaneously.

Gun starts prone in position, NOT AIMED at target, just roughly placed. Shooter starts standing, 2m behind gun, with magazine in hand.

On the buzzer, shooters will drop into position and shoot their target with 10 shots. Only holes within the 9 ring count, CUTTING OR TOUCHING LINE DO NO COUNT.

**Stage 2: Troop line - Air Supply. - 120sec, 10 shots. - Shoot to move. 10 points.**

Target order - 50m, 75m, 50m, 100m, 50m, 150m, 50m, 200m, 50m, 200m

Gun starts in position on a concrete bench, BIPOD ONLY, no rear bag or support of any kind. Shooter starts next to the Air Supply button which is on a bench 2m behind the gun. On the signal the shooter waddles to their gun, shoots targets in order.

Heres the kicker. The Air supply button is set to 20sec. When pressed, it counts down from 20 to 0sec. If that timer expires, your stage is over and you timed out, regardless of the stage officers 120sec timer.

You can reset the Air Supply button by pressing it. Once pressed, you have 20sec timer again, so you can shoot more. You can press the Air Supply button as frequently as you wish. The stage finishes when EITHER timer goes off. (we may need a phone with a lap timer to help incase the battery is dead in Air Supply).

**Stage 3: Playskool V2 - 100sec - unlimited shots. HIT then SHOOT to move. 12 points.**

Target order 100m. 75m

Shooter starts standing next to the pile of numbers, gun starts on ground next to windows.

On start, shooter picks a random number, and must shoot through that window which corresponds to the number. Must be shot in order of 100m, then 75m. The FIRST, and only first window they shoot from, is a hit to move. All subsequent windows will be SHOOT TO MOVE. Once the first window is completed, shooter will get a new number, and shoot through that window, in a SHOOT TO MOVE style. Repeat until time runs out or finish the stage like a hero. There will be a compulsory mag change. Yes you can use 15 shot mags, but you still have to do a compulsory mag change at some point.

Position 6 - 2 - shots @ 100m.

**Skill stage 1: 90sec, 77m, unlimited rounds - 6 points. TIMED STAGE**

Shooter starts port arms, mag in, 9m behind shooting grass.

3 targets, which are left, middle and right. Shooter will get to shooting area, drop prone, and shoot targets in order of LEFT,MIDDLE,RIGHT,RIGHT, MIDDLE,LEFT. Tie breaker stage on time.

**Stage 5: wobbly bits - 105sec, 77m, 10 rounds - 10 points.**

Targets at 77m. LEFT target is for emotional support table, MIDDLE target is for titanic platform.

Shooter starts mag in, port arms, some sort of distance behind the stage.

Shooter can select which to shoot first, table or platform. On the signal, shooter (who starts with mag in) picks a position, and proceeds to send 5 shots at the corresponding target at 77m.

Once 5 shots are sent at the target, they will remove magazine, and move to next position, once their gun is touching the barcade, only then can they load, no loading before, gun must be touching the barcade ! shooter will then shoot 5 more shots at the next target.

**Stage 6:**

**5 positions - 180sec - unlimited rounds - 15 points**

Single target at 100m. 5 positions are Standing off hand, kneeling, sitting, prone unsupported, prone supported (bipod only, no rear bag).

Shooter picks the position they want to start in. On the signal, shooter gets into that position, and must make 3 impacts. Once done, pick a new position and get 3 impacts. Keep doing this until time expires. This entire stage is shot full weak side, without tripod. Only a bipod and a pump pillow are permitted. The pillow can NOT touch the gun while shooting. It is for shooter comfort only.