| STAGE 1: TROOP LINE |  |
| --- | --- |
| ROUNDS: 10 | TIME: 105 |
| EQUIPMENT: UNRESTRICTED 2 MAGS, 5 ROUNDS EACH | POINTS: 10 |
| STARTING POSITION: MAG IN, BOLT BACK, PORT ARMS | SHOOT TO MOVE |
| STAGE BRIEF:On the start signal the shooter will assume the prone position and engage the targets near to far, one shot at each target.The distances with two targets will be shot large then small before moving to the next distance.  | TARGETS: 263 X1303 X2348 X2410 X2450 X2496 X1 |

| STAGE 2: SKILLS 2 +  | TIME: 90 |
| --- | --- |
| ROUNDS: 8 | POINTS: 8 |
| EQUIPMENT: UNRESTRICTED | TARGETS: 365 X2 large and small |
| STARTING POSITION: MAG IN, BOLT BACK, PORT ARMS AT POST 9 MTRS BACK | SHOOT TO MOVE |
| STAGE BRIEF: Tie breakerOn the start signal shooter will run skills 2 barricade as normal, however the 2nd shot from each position will be at the smaller target.  |  |

| STAGE 3: ALL THE GEAR | TIME: 105 |
| --- | --- |
| ROUNDS: 10 | POINTS: 10 |
| EQUIPMENT: BIPOD, TRIPOD, FRONT BAG, REAR BAG, BACKPACK, SLING AND PUMP PILLOW | TARGETS: 365 SKILLS (large and small target) |
| STARTING POSITION: MAG IN, BOLT BACK, RIFLE STAGED NEXT TO BARRICADE OF CHOICE.SHOOTER NEXT TO ALL EQUIPMENT | HIT TO MOVE Per position  |
| STAGE BRIEF:Shooters can only use 5 of the items listed above to build their shooting positions on the 5 barricades.items can only be used on one barricade / position On the start signal the shooter will place their equipment into the 5 positions before collecting their firearm.Two shots from each position at the large and small target, if an impact is made on the large then engage the small, if the shooter misses the large then re-engage the large. Hit to move per position.\*\*Steps Note, The shooter and the chosen equipment must be on the steps, not touching the ground.\*\*  | POSITIONS:BenchProneRocksTank trap (1 point or saddle)Steps  |

| STAGE 4: STEPS | TIME: 105 |
| --- | --- |
| ROUNDS: 10 | POINTS: 10 |
| EQUIPMENT: UNRESTRICTED, 2 MAGS 5 ROUNDS EACH | TARGETS:385, 500 KYL RACKS |
| STARTING POSITION: MAG IN, BOLT BACK, PORT ARMS | HIT TO MOVE |
| STAGE BRIEF:On the start signal the shooter will adopt prone position, engage the 500 mtr KYL with 5 rounds large to small hit to move.shooter will transition to steps and engage the 385 mtr KYL with 5 rounds large to small hit to move, using the steps as primary support.the shooter must be on the steps not touching the ground however equipment can touch the ground.  |  |

| STAGE 5: WALK IT OUT, IN AND OUT AGAIN  | TIME: 90 |
| --- | --- |
| ROUNDS: 9 | POINTS: 9 |
| EQUIPMENT: UNRESTRICTED |  |
| STARTING POSITION: MAG IN, BOLT BACK, PORT ARMS | SHOOT TO MOVE |
| STAGE BRIEF:On the start signal the shooter will adopt modified prone from the bench. proceed to shoot KYL racks in this order, moving to a smaller target each time near to far, 1st large target far to near, 2nd target innear to far, 3rd target in | TARGETS: 300, 385, 500 KYL RACKS300 T1, 500 T2, 300 T3385 T1, 385 T2, 385 T3500 T1, 300 T2, 500 T3 |

| STAGE 6: CATTLE GATE | TIME: 105 |
| --- | --- |
| ROUNDS: 10 | POINTS: 10 |
| EQUIPMENT: UNRESTRICTED | TARGETS: 300, 453 TBA |
| STARTING POSITION: MAG IN, BOLT BACK, PORT ARMS | SHOOT TO MOVE |
| STAGE BRIEF:On the start signal the shooter will engage the far target with 5 rounds then the near target with 5 rounds, 1 shot per position The stage has 10 positions, 8 from the gate as primary support and 2 prone positions through the gate, which rifle and equipment can not touch the gate.The marked positions can be shot in any order. |  |

Match notes:

Shooters will remove their own chamber flags once given the (Load and make ready) command from Stage officers.

All mag changes to be from pocket or mag holder

Tripods can be set prior to stage starting.

| 2 squad timing: run throughSQD1: start stage 1 SQD2: start stage 3 | 3 squad timing:SQD1: start stage 1 SQD2: start stage 3SQD3: start stage 5 |
| --- | --- |