

DOUBLE TAP



TIME
105 Seconds



TARGETS
RIMFIRE

CENTREFIRE



ROUND COUNT
12 Rounds
(Shoot to move)

T1 Round (75m)	T1 Round 200mm (295m)
T2 Round (75m)	T2 Round 175mm (295m)
T3 Round (100m)	T3 Round 150mm (303m)
T4 Round (125m)	T4 Round 175mm (347m)
T5 Round (150m)	T5 Round 175mm (409m)
T6 Round (175m)	T6 Round 175mm (451m)
T7 Round (200m)	T7 Round 250mm (496m)



EQUIPMENT
Unlimited

STAGE BRIEF

Shooter starts standing behind the rifle, rifle in position on the bench. Rifle is placed prior with no magazine inserted and NO SIGHT PICTURE.

On the start signal shooter assumes the modified prone position and engages the troop line near to far with one round each on T1 & T2 then two rounds on targets T3, T4, T5, etc

<i>DISTANCE</i>	<i>SIZE</i>	<i>DROP</i>	<i>5MPH</i>	<i>10MPH</i>

KYL DUO



TIME
105 Seconds



TARGETS
RIMFIRE

77M

T1 Round

T2 Round

T3 Round

T4 Round

T5 Round

100M

T6 Round

T7 Round

T8 Round

T9 Round

T10 Round



ROUND COUNT
10 Rounds

CENTREFIRE

300M

T1 Round 175mm

T2 Round 150mm

T3 Round 125mm

T4 Round 100mm

T5 Round 75mm

385M

T6 Round 200mm

T7 Round 175mm

T8 Round 150mm

T9 Round 125mm

T10 Round 100mm



EQUIPMENT
Unlimited

STAGE BRIEF

Shooter will start port arms, magazine in and action open 2m behind the benches.

On the start signal, shooter will move to either bench and engage the 300m KYL from large to small (shoot to move). After five impacts, shooter will then engage the 385m KYL Shoot to move. After Five rounds, shooter will move position two the second position and continue to engage.

<i>DISTANCE</i>	<i>SIZE</i>	<i>DROP</i>	<i>5MPH</i>	<i>10MPH</i>

PAIRS ON STAIRS



TIME
105 Seconds



TARGETS
RIMFIRE

CENTREFIRE

142M

385M



ROUND COUNT

10 Rounds
(Shoot to move position,
hit to move targets)

T1 Round

T1 Round 250mm

T2 Round

T2 Round 200mm

T3 Round

T3 Round 150mm

T4 Round

T4 Round 100mm

T5 Round

T5 Round 75mm



EQUIPMENT

Unlimited

STAGE BRIEF

Shooter will start port arms, magazine in and action open 2m behind the barricade.

On the start signal, shooter will move to either position and engage T1 and T3 followed by T2 and T4. Next the shooter will move to the second position and engage T1 and T2 followed by T3 and T4. Finally the shooter will transition back and engage T1 and T2.

DISTANCE	SIZE	DROP	5MPH	10MPH

RAINFALL DOWNFALL



TIME
105 Seconds



TARGETS
RIMFIRE

CENTREFIRE

142m KYL

385m KYL



ROUND COUNT
10 Rounds

T1 Diamond

T1 Square 300mm

T2 Diamond

T2 Square 240mm

T3 Diamond

T3 Square 160mm



EQUIPMENT
Unlimited

STAGE BRIEF

Shooter will start port arms, magazine in and action open 2m behind the barricade.

On the start signal, shooter will move to either the far left or far right position on the barricade.

From the first position, engage the KYL rack at the 385m with 3 rounds, hit to move (targets).

Shooter will then move to the first position on the roof top and engage the two largest targets on the KYL rack, biggest to smallest, with two rounds, hit to move (targets). Repeat this on the second position on the roof top.

Shooter will then move to position 4 and engage the KYL with three rounds hit to move.

<i>DISTANCE</i>	<i>SIZE</i>	<i>DROP</i>	<i>5MPH</i>	<i>10MPH</i>

TUTANKHAMUN



TIME
105 Seconds



TARGETS
RIMFIRE

T1 Diamond (64m)
T2 Diamond (77m)
T3 Round (200m)

CENTREFIRE

T1 Square 265mm (365m)
T2 Square 175mm (385m)
T3 Round 200mm (500m)



ROUND COUNT
12 Rounds
(Shoot to move)



EQUIPMENT
Unlimited

STAGE BRIEF

Shooter will start port arms, magazine in and action open 2m behind the barricade.

On the start signal, shooter will move to one position on either left or right of the pyramid. Engaging T1 at 365m followed by T2 at 385m for one round each. Next the shooter will move to a second position on the side and repeat engagement of T1 & T2.

Next, move to one of the middle positions underneath the pyramid. Shooter will then engage T3 at 500m for two rounds before transitioning to the second position under the pyramid and repeat.

Lastly, the shooter will move to the opposite side of the pyramid from starting and engaging T1 & T2 again from an additional two positions.

<i>DISTANCE</i>	<i>SIZE</i>	<i>DROP</i>	<i>5MPH</i>	<i>10MPH</i>

BREAKOUT FARMHOUSE



TIME
105 Seconds



TARGETS
RIMFIRE

CENTREFIRE

T1 Diamond (65m)
T2 Round (88m)
T3 Diamond (110m)
T4 Round (175m)

T1 Pig 250mm (230m)
T2 Round 290mm (270m)
T3 Pig 250mm (315m)
T4 Round 450mm (450m)



ROUND COUNT
10 Rounds
(Shoot to move)



EQUIPMENT
Unlimited

STAGE BRIEF

Shooter will start port arms, magazine in and action open in the ute tub.

On the start signal, shooter will move to either position and engage T1 and T3 followed by T2 and T4. Next the shooter will move to the second position and engage T1 and T2 followed by T3 and T4. Finally the shooter will transition back and engage T1 and T2.

<i>DISTANCE</i>	<i>SIZE</i>	<i>DROP</i>	<i>5MPH</i>	<i>10MPH</i>