

# Club Match: 3/6/2023

## Stage 1: Ookie Dookie

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

On the start signal, the shooter will move to the first firing position and engage the targets from **near to far** with one round each. Once all targets have been engaged the shooter will then move to the second position and engage the targets from **far to near** with one round each.

303m- 347m - 409m - 451m - 496m Targets

Shoot To Move

105 Seconds

10 Points

Unrestricted Gear

## Stage 2: Everything Is Better With A Large Rack

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

On the start signal, the shooter will assume a modified prone position and engage the closest target on the troop line with one round. Shooter will then engage the largest target on the 500m KYL rack with one round. Shooter then repeats this working their way out from near to far on the troop line and from biggest to smallest on the KYL rack. The targets on the KYL rack are **hit to move** and must be hit before moving on to the next smaller target. The troop line is **shoot to move**.

303m- 347m - 409m - 451m - 496m - 500m Targets

Shoot To Move (Troop Line)

Hit to Move (KYL Rack)

105 Seconds

10 Points

Unrestricted Gear

### Stage3: Skill Stage 1+2=12

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

On the start signal, the shooter will move to one of the four nominated firing positions and engage the targets from biggest to smallest with one round each. Shooter will then move to the remaining three positions in any order and repeat the target engagements biggest to smallest one round each.

365m - 365m - 365m Targets

Shoot To Move

105 Seconds

12 Points

Unrestricted Gear

## Stage4: Skills Stage 1, But For Men

The shooter will start 9meters behind the firing position port arms, magazine in, bolt back.

On the start signal the shooter will move to shooting mat, assume the prone position and engage the targets from **left to right**. The shooter must hit the target before moving onto the next target. Once all three targets have been impacted the shooter must go retrieve their second empty magazine do a swap and then single feed the targets back from **right to left**.

This stage is hold overs only, no dialling of your scope. **(MUST be on 0)**

This will be the timed tie breaker stage for the match.

Unlimited round count.

365m - 365m - 365m Targets

Hit To Move

105 Seconds

6 Points

Unrestricted Gear

Times will be recorded for a tie-breaker

## Stage 5: Maddie & Aron Sitting In A Tree

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

On the start signal the shooter will move to one of the ten nominated firing positions on the left side and engages the **near target** with one round. The shooter then moves to one of the positions on the right side and engages the **far target** with one round. The shooter repeats this process moving between each shot until all positions have been used or until time runs out.

300m - 385m Targets

Shoot To Move

105 Seconds

10 Points

Unrestricted Gear

## Stage 6: Stairways Too Victory

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

On the start signal the shooter will move to one of the runs on the stairs and engage the largest targets on each of the three KYL racks from **near to far** with one round each. After all three distances have been engaged the shooter then moves to any of the remaining stairs and reengages each distance from **near to far** but now the second target on each KYL rack. This will be repeated for 4 positions and four targets at each distance. The targets distances must be shot from **near to far** and target order must be shoot from **largest to smallest** on each KYL rack.

200m - 300m - 385m Targets

shoot to move

105 Seconds

12 Points

Unrestricted Gear

Stage 1, Ookie Dookie **10 points**

Stage 2, Everything Is Better With A Large Rack **10 points**

Stage 3, Skill Stage 1+2=12 **12 points**

Stage 4, Skills Stage 1, But For Men **6 points (unlimited rounds)**

Stage 5, Maddie & Aron Sitting In A Tree **10 points**

Stage 6, Stairways Too Victory **12 points**

**60 Points Total**