

Stage 1 – HMAS Unicorn

Time – 120 sec (Timed stage for tie breaker)

Round Count - 12 Rounds 12 points

Equipment – Unlimited gear

Targets – IPSC Troop line @ 261m, 305m, 347m, 415m, 451m and 500m

Your Boat the HMAS Unicorn has been sunk by pirates!! Lucky you have escaped on a lifeboat with your rifle.

Shooter will start in the boat with oars moving in rowing motion for 10 secs before timer is started. Rifle will be on rear seat of boat magazine in bolt back. On start signal shooter will engage the IPSC pirate targets near to far with 2 impacts. HIT TO MOVE.

At any point if an oar is dislodged and falls overboard you are now stranded and the stage ends.

Stage 2 – Wait a minute that's not how you run a KYL stage!

Time - 90 sec

Round Count – Unlimited Rounds 11 points

Equipment – Unlimited gear

Targets – Smallest target on 300m KYL

385m KYL rack

500m KYL rack

Shooter to start port arms, magazine in, bolt back. On the signal, shooter will drop into prone position and engage the near small target until an impact is achieved.

On an impact shooter will transition to the 385m KYL rack and engage targets smallest to largest.

Once all 385m targets have been engaged the shooter will transition to the 500m KYL rack and engage targets smallest to largest.

No dialing of the scope turret during the stage.

Stage 3 – Ceremonial KFC

Time – 120 sec

Round Count – 10 rounds 10 points

Equipment – No tripods

Targets – Chicken @ 200m

250mm @ 365m

Stage begins from port arms at designated starting point with magazine in and action open. On start signal, shooter moves to the barricade and engages far target with 1 round from each of the nominated positions in any order. Shooter will then move prone and engage chicken target with 2 rounds from under the pyramid..... Why? Because chicken is tasty!

Stage 4 – Hope You practiced mag loading

Time - 60sec

Round Count – 12 Rounds 12 points

Equipment – 1 Magazine and no rifle mounted ammunition

Target – 300m / 175mm

~~and the target is 70~~ Second largest KTL

Stage begins with rifle in prone position, empty magazine in, bolt back. Ammunition will be in shooters hands. On the start signal shooter will drop into position and load 2 rounds into the magazine, and engage the target with 2 rounds, then drop the magazine, load two more rounds, and engage the target again. Shooter repeats for 3 cycles (8 rounds), on the last cycle, shooter may load 4 rounds to bring it home strong!

Stage 5 – A little bit of everything

Time – 210 sec

Round Count - 20 rounds 20 points

Equipment – Unlimited gear

Target – Far 500m / 233mm

Near 300m / 250mm

2nd small VVL 500
300m lollypop,

Stage begins from port arms at designated starting point with magazine in and action open. All barricade transitions must be made with magazine removed and all gear to be used on the stage must move with shooter. On start signal, shooter moves to the RH firing position and engages close target with 4 rounds they will then transition to LH side going around the cone with magazine out bolt open taking great care of muzzle direction from which the far target will be engaged. Firing positions are alternated from RH to left LH side after each 4 rounds. Firing positions on LH side are Prone and Tripod at Far target. Firing positions on RH side are Chair, Ladder and Barrel at Near target. Barricades maybe used in any order but not reused once engaged from.