

STAGE# 2 10 ROUNDS

BARRELS

Fixed Time STRINGS 1

0 PAPER 10 STEEL

Start Position

Rifle loaded action open. Shooter in position behind upright barrel.

PROCEDURE:

Rifle or rifle support (bipod or bag etc) must be resting on top of barrel. At signal engage 4 targets at 25yds.

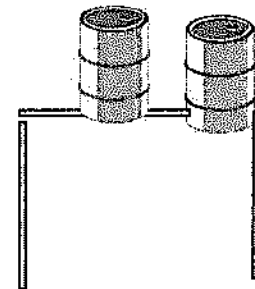
change position to barrel laying on its side, rifle or support resting on barrel, engage the 6 targets at 50yds.

All targets are hit or miss.
No penalty for missed target.
Time limit 90 seconds.

50yds ○○○○○○

25yds ○○○○

STAGE SETUP NOTES:



STAGE# 3 10 ROUNDS

Prone

Fixed Time: STRINGS 1

5 PAPER 10 STEEL

Start Position:

Gun loaded, action open.
Shooter is lying in prone position.

Time limit is 90 seconds.

PROCEDURE:

At signal engage the 5 steel targets with 1 round each, hit or miss.
Engage the 5 paper targets with 1 round each.

STAGE SETUP NOTES:

100 yd



100 yd



STAGE# 1 10 ROUNDS

BARRICADE

Fixed Time 1 STRINGS 1

0 PAPER 10 STEEL

Start Position

Standing in box A, Rifle loaded, Action open.

Time limit is 90 seconds.

PROCEDURE:

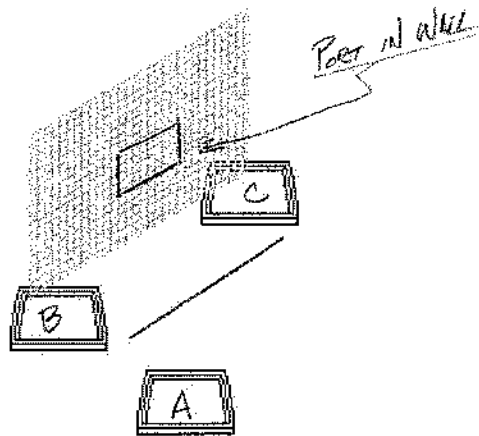
At signal move to box B and engage the 2 targets at 50yds. Move to port in wall and engage 2 targets at 50 yards and the 3 targets at 100 yards. Move to box C and engage the 3 targets at 100 yards.

All targets are 1 shot hit or miss. No penalty for a miss.

STAGE SETUP NOTES:

○○○ 100 yds

○○ 50 yds



STAGE 1	“BARRELS”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS

DIVISION
OPEN <input type="checkbox"/>
FACTORY <input type="checkbox"/>
YOUTH <input type="checkbox"/>
IRON <input type="checkbox"/>

STAGE 2	“PRONE”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS
PAPER TARGETS POINTS <input type="text"/>			

STAGE 3	“BARRICADE”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS

STAGE 4	“LADDER”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS

STAGE 5	“UNKNOWN”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS

STAGE 6	“UNKNOWN”	TOTAL POSSIBLE	FIXED TIME
HIT <input type="checkbox"/>	MISS <input type="checkbox"/>	100 POINTS	90 SECONDS

SHOOTER # <input type="text"/>	NAME <input type="text"/>
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