

# STAGE 1

## WRONG TARGET

TARGETS: T1: 8" @ 240  
T2: 8" @ 260  
T3: 8" @ 280

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. Shooter may NOT get a sight picture prior to clock start. On start signal, shooter assume prone position and engage targets (hit or miss) in the following order:

1-3-2-1-3-1-2-1-2-3

RO's may not help shooter with target order, but will call "wrong target" if incorrect target is hit.

SCORE: \_\_\_\_\_

## STAGE 2

### LONG RANGE TYL

TARGETS: T1: 12" @ 290  
T2: 10" @ 290  
T3: 8" @ 290  
T4: 6" @ 290  
T5: 4" @ 290

ROUNDS: 15

POINTS: 10

TIME: 90 seconds

#### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. Shooter may NOT get a sight picture prior to clock start. On start signal, shooter assume prone position and engage targets large to small, 2 hits each. Max point value is 10, no bonus points for hitting the smallest target more than twice.

SCORE: \_\_\_\_\_

# STAGE 3

## LEFT SIDE STRONG SIDE

TARGETS: T1: 6" @ 250 (right side of range)  
T2: 6" @ 250 (left side of range)

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. Shooter may NOT get a sight picture prior to clock start. On start signal, shooter assume prone position and engage right target with 2 rounds. After 2 rounds (hit or miss) transition to support side (eye, shoulder, and hand) and engage left target with 2 rounds. After 2 rounds (hit or miss) transition to strong side. Repeat process until 10 rounds fired.

### ORDER:

Strong – Weak – Strong – Weak – Strong

SCORE: \_\_\_\_\_

# STAGE 4

## TANK TRAP

TARGETS: T1: 4" @ 140

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, port arms, mag in, bolt back. On start signal, engage target with 2 rounds (hit or miss) from 5 positions on the tank trap.

### ORDER:

Center – 3 tips - Center

SCORE: \_\_\_\_\_

# STAGE 5

## SEE-SAWHORSE

TARGETS: T1: 4" @ 160

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, port arms, mag in, bolt back. On start signal, shooter engage target with 2 rounds (hit or miss) from 5 positions.

### ORDER:

Top of left sawhorse  
Shelf of left sawhorse  
Prone between sawhorses  
Shelf of right sawhorse  
Top of right sawhorse

SCORE: \_\_\_\_\_

# STAGE 6

## FIDDLER ON THE ROOF

TARGETS: T1: 6" @ 180

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, port arms, mag in, bolt back. On start signal, shooter engage target with 2 rounds (hit or miss) from 5 positions.

### ORDER:

Top of left barrel  
Top of left post  
On rooftop  
Top of right post  
Top of right barrel

SCORE: \_\_\_\_\_

# STAGE 7

## TROOPLINE

TARGETS: T1: 3" @ 95  
T2: 3" @ 110  
T3: 4" @ 125  
T4: 4" @ 140  
T5: 6" @ 175  
T6: 6" @ 190

ROUNDS: 12

POINTS: 12

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. Shooter may NOT get a sight picture prior to clock start. On start signal, shooter assume prone position and engage each target, near to far, with 2 hits each (hit to move).

SCORE: \_\_\_\_\_

# STAGE 8

## XTC

TARGETS: T1: 1" @ 50  
T2: 2" @ 100  
T3: 3" @ 150  
T4: 4" @ 200

ROUNDS: 12

POINTS: 12

TIME: 90 seconds

### DESCRIPTION:

Start prone, mag in, bolt back, on glass. On start signal, shooter engage targets near to far to near, 1 round each (hit or miss).

### ORDER:

1-2-3-4

4-3-2-1

1-2-3-4

SCORE: \_\_\_\_\_

# STAGE 9

## TYL TIEBREAKER

TARGETS: KYL Rack @ 50

ROUNDS: 15

POINTS: 15

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. Shooter may NOT get a sight picture prior to clock start. On start signal, shooter assume prone position and engage targets large to small to large (0.25" only engaged once) hit to move. Shooter must perform a mag change after 10 rounds have been fired if not done earlier. Record completion time for tiebreaker.

### ORDER:

1-2-3-4-5-6-7-8

7-6-5-4-3-2-1

SCORE: \_\_\_\_\_

# STAGE 10

## BENCH SHUFFLE

TARGETS: T1: 4" @ 125

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle staged on right bench, mag in, bolt back, with a second magazine staged on left bench. On start signal, shooter engage target with 2 rounds from right bench (hit or miss), drop magazine, move to left bench, load magazine and re-engage with 2 rounds. Repeat engagement until 10 rounds are fired.

### ORDER:

Right – Left – Right – Left - Right

SCORE: \_\_\_\_\_

# STAGE 11

## LUCK OF THE DRAW

TARGETS: T1: 2" @ 80  
T2: 2" @ 90  
T3: 2" @ 100

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, rifle grounded, mag in, bolt back. On start signal, shooter flip a card and engage the specified target with the specified number of rounds (hit or miss). After completing the engagement, open bolt, flip another card and engage target as specified. Repeat until 10 rounds fired.

SCORE: \_\_\_\_\_

# STAGE 12

## MATT'S FAVORITE

TARGETS: T1: 5" @ 40  
T2: 4" @ 50  
T3: 3" @ 60  
T4: 4" @ 110

ROUNDS: 10

POINTS: 10

TIME: 90 seconds

### DESCRIPTION:

Start standing, port arms, mag in, bolt back. On start signal shooter engage T1 offhand with 2 rounds. Transition to kneeling and engage T2 with 3 rounds. Transition to seated and engage T3 with 2 rounds. Transition to prone and engage T4 with 3 rounds. The only equipment permitted on this stage is a sling.

SCORE: \_\_\_\_\_