

STAGE1: SNAKE CHARMERS

TIME: 120 SECONDS

ROUND COUNT: 9

RANGES AND TARGETS: 3 SNAKE CHARMER TARGETS @75YARDS

POINTS:10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON THE START SIGNAL SHOOTER WILL CHOOSE 1 OF 3 BARRICADES (BARREL, LAWN MOWER WHEEL, OR CHAIR BACK) TO SHOOT FROM. SHOOTER WILL ENGAGE EACH TARGET WITH 3 ROUNDS FROM LEFT TO RIGHT.

IF THE SHOOTER MISSES, THE SHOOTER WILL MOVE TO A DIFFERENT BARRICADE, AND CONTINUE. EVERY MISS RESULTS IN A BARRICADE MOVE. SHOOTER MUST USE ALL BARRICADES BEFORE RETURNING TO THE FIRST CHOICE BARRICADE.

IF THE SHOOTER DOESN'T MISS, THE SHOOTER IS NOT REQUIRED TO MOVE BARRICADES.

STAGE: DOUBLE SPINNERS

TIME: 120 SECONDS

RANGES AND TARGETS: 2 SPINNER TARGET SYSTEMS @ 60 YARDS

POINTS: 5 POINTS PER IMPACT, 10 POINTS PER "OVER CALL"

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL TAKE A PRONE SUPPORTED POSITION AND ENGAGE EITHER SPINNER WITH 1 ROUND. ONCE A SPINNER TARGET IS IMPACTED, SHOOTER WILL TRANSITION TO SHOOT THE OTHER SPINNER TARGET. EACH IMPACT IS SCORED, SHOOTER MUST CHANGE BETWEEN SPINNER TARGET SYSTEMS AFTER EACH IMPACT. IF THE SPINNER COMPLETES 1 FULL REVOLUTION FROM THE RESULT OF AN IMPACT, "OVER" WILL BE CALLED, AND SHOOTER WILL BE AWARDED 10PTS.

STAGE: VERTICAL TYL

TIME: 120 SECONDS

ROUND COUNT:6

RANGES AND TARGETS: 4" @ 100 YDS, 5" @ 125 YDS, 6" @150YDS, 8"@200YDS, 10"@250YDS, 12"@300YDS

POINTS: 16.67 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL TAKE A PRONE SUPPORTED POSITION AND BEGIN ENGAGING TARGETS WITH 1 ROUND FROM NEAR TO FAR. IF SHOOTER IMPACTS A TARGET, THE SHOOTER WILL MOVE TO THE NEXT TARGET. IF THE SHOOTER MISSES A TARGET, THE SHOOTER WILL STOP AND KEEP ACCUMULATED POINTS.

STAGE: NEAR AND FAR

TIME: 120 SECOND

ROUND COUNT: 10

RANGES AND TARGETS: PRAIRIE DOG @ 92 YDS, ½ SIZE DEER @ 184 YDS,
FULL SIZE DEER @ 368 YDS

POINTS: 10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING
POSITION

DESCRIPTION: UPON START SIGNAL SHOOTER WILL TAKE A PRONE SUPPORTED
POSITION ON THE PLATFORM. SHOOTER WILL ENGAGE THE TARGETS FROM NEAR TO
FAR WITH 1 SHOT HIT OR MISS. SHOOTER WILL THEN ENGAGE THE PRAIRIE DOG
WITH 2 ROUNDS, THE ½ SIZE DEER WITH 2 ROUNDS, AND THE FULL SIZE DEER WITH 3
ROUNDS.

STAGE: BILL MICKE, AMERICAN FARMER AND MAKER OF MOVEMENT

TIME: 120 SECONDS

ROUND COUNT: 12

RANGES AND TARGETS: 2" SQUARE TARGETS ON BILL MICKE MOVER GALLERY @ 45 YDS

POINTS: 10 PTS PER IMPACT, TARGET MUST FALL FOR IMPACT TO BE CALLED.

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING AT TABLE, RIFLE GROUNDED ON DESIGNATED POSITION, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL ROLL THREE RUBIKS CUBES TO DETERMINE THEIR SHOOTING POSITION ON THE 6 STAIR BARRICADE. THE COLOR THE SHOOTER ROLLS ON THE RUBIKS CUBE WILL DETERMINE THE COLOR POSITION ON THE BARRICADE.

EX. IF THE SHOOTER ROLLS GREEN, BLUE, RED. THE SHOOTER WILL SHOOT FROM THE GREEN STEP, BLUE STEP, AND RED STEP.

THE SHOOTER WILL PICK UP THEIR RIFLE AND THEN TAKE TWO SHOTS EACH FROM EACH CUBE COLOR DESIGNATED POSITION ON THE BARRICADE.

THE SHOOTER WILL THEN GROUND THEIR RIFLE IN THE DESIGNATED START POSITION, ROLL THE THREE RUBIKS CUBES, AND RETURN TO TAKE TWO SHOTS FROM EACH CUBE COLOR DESIGNATED POSITION ON THE BARRICADE.

NOTE: SHOOTER MUST MAKE A 2" SQUARE TARGET FALL ON THE MOVER GALLERY FOR THE IMPACT TO BE COUNTED.

STAGE: POSITIONAL PAPER

TIME: 120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: 3" NRL.22 PAPER TARGET @ 50 YDS

POINTS: SCORED ON SCORING RINGS

EQUIPMENT: SLING ONLY

START POSITION:STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL TAKE 2 SHOTS AT THE LEFT 3" TARGET FROM A STANDING POSITION. SHOOTER WILL THEN TAKE A KNEELING POSITION AND FIRE 2 SHOTS AT THE LEFT 3" TARGET. SHOOTER WILL MOVE TO A SEATED POSITION AND SHOOT 1 SHOT AT EACH 3" TARGET. SHOOTER WILL TAKE A PRONE UNSUPPORTED POSITION AND FIRE THE FINAL 4 SHOTS AT THE RIGHT 3" TARGET.

STAGE: RIFLE UNO

TIME: 120 SECONDS

ROUND COUNT: 10

RANGES AND TARGETS: 5 PLATE KYL RACK @ 50 YARDS

POINTS: 10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION:STANDING AT TABLE, RIFLE GROUNDED AT FIRING POSITION, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL, SHOOTER WILL DRAW 1 UNO CARD. THE COLOR OF THE UNO CARD WILL DETERMINE THE TARGET, THE NUMBER ON THE UNO CARD WILL DETERMINE THE SHOTS TO BE TAKEN AT THAT TARGET. IF THE SHOOTER DRAWS A WILD CARD, THE SHOOTER WILL TAKE 1 SHOT AT THE SMALLEST KYL TARGET. AFTER THE DRAW SHOOTER WILL TAKE A PRONE POSITION AND ENGAGE THE TARGET. ONCE THE SHOOTER FIRES ALL THEIR SHOTS, THE SHOOTER WILL RETURN TO DRAW ANOTHER CARD. THIS WILL CONTINUE UNTIL 10 SHOTS ARE FIRED.

STAGE: NRL.22 BARRICADES ON PAPER

TIME: 120 SECONDS

ROUND COUNT: 10

RANGES AND TARGETS: 1.5" NRL.22 TARGETS @ 50 YARDS

POINTS: SCORED ON SCORING RINGS

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL CHOSE THEIR BARRICADE AND TAKE 2 SHOTS ON THE TOP 1.5" TARGET. SHOOTER MUST SHOOT FROM ALL 5 BARRICADES, AND TAKE 2 SHOTS PER BARRICADE AND WORK THEIR WAY DOWN TO EACH 1.5" TARGET WITH ONLY 2 SHOTS PER TARGET.

THE 5 BARRICADES ARE: BARREL STANDING, CHAIR BACK, LADDER, 5 GALLON BUCKET, CINDER BLOCK.

NOTE: SHOOTER MAY SHOOT FROM ANY STEP OF THE LADDER

STAGE: PLAYING CARD KYL

TIME: 120 SECONDS

ROUND COUNT:13

RANGES AND TARGETS: PLAYING CARD PAPER TARGET @ 50 YDS, 8 PLATE KYL RACK @ 35 YDS.

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

POINTS: 10 POINTS PER IMPACT

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: ALL SHOOTERS IN THEIR SQUAD WILL DRAW 5 CARDS. UPON START SIGNAL SHOOTER WILL TAKE A PRONE SUPPORTED POSITION, AND ENGAGE ONE OF THEIR 5 CARDS ON THE PLAYING CARD PAPER TARGET WITH 1 ROUND. THEY WILL THEN ENGAGE THE LARGEST KYL TARGET WITH 1 ROUND HIT OR MISS. THE SHOOTER WILL TRANSITION FROM ENGAGING THEIR CARDS ON THE PLAYING CARD PAPER TARGET, TO THE KYL RACK FROM LARGEST TO SMALLEST. 1 ROUND EACH TRANSITION. ONCE THE SHOOTER HAS SHOT AT THEIR FINAL CARD TARGET, THE SHOOTER WILL ENGAGE THE REMAINING KYL TARGETS LARGE TO SMALL WITH 1 ROUND EACH.

STAGE: ATLAS TARGETS GONE HUNTIN'

TIME: 120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: 1 PRAIRIE DOG TARGET@41YDS , 2 SQUIRREL@53,83YDS TARGETS, 2 RABBIT TARGETS@63,79YDS, 1 DEER WITH VITAL ZONE @130YDS, 3 DEER TARGETS @ 155,161,167YDS, 1 TURKEY TARGET @166 YDS

POINTS:10 POINTS PER IMPACT, 2 BONUS POINTS FOR IMPACT ON WHITE DEER VITAL ZONE.

EQUIPMENT: SLING, AND (PROVIDED SHOOTING STICK) ONLY

START POSITION:SEATED ON THE DEER STAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL, SHOOTER WILL UTILIZE THE SHOOTING STICK TO ENGAGE THE PRAIRIE DOG, THE SQUIRRELS, THE RABBITS,THE WHITE DEER WITH VITALS, THE DEER, THEN THE TURKEY TARGET IN THAT ORDER.

ENGAGE ANIMALS FROM LEFT TO RIGHT. SHOOTING TARGETS OUT OF ORDER MAY RESULT IN MISSES BEING CALLED.

STAGE: LOOP HOLE

TIME: 120 SECONDS

ROUND COUNT:12

RANGES AND TARGETS: 10% IPSC @ 48 YDS, 3X 50% IPSC TARGETS @179,220,227 YDS

POINTS:10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL MOVE TO THE SAW HORSE AND ENGAGE ALL 4 IPSC TARGETS THROUGH THE LOOP HOLES WITH 3 ROUNDS.

STAGE: GIANT'S STAIRCASE

TIME:120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: 2" CIRCLE @ 51 YDS AND 12" CIRCLE @ 242 YDS

POINTS: 10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL SHOOT 1 SHOT EACH AT THE 2 TARGETS FROM NEAR TO FAR, FROM THE LOWEST STEP. SHOOTER WILL CONTINUE UP THE STAIRCASE MOVING UP ONE STEP AND ENGAGING THE 2 TARGETS FROM NEAR TO FAR WITH 1 SHOT.

STAGE: HOLD OVERS

TIME:120 SECONDS

ROUND COUNT:14

RANGES AND TARGETS:1" @50 YDS, 1.5" @60YDS, 2" @ 75YDS, 2.5" @ 90YDS, 3" @100YDS, 3" @110YDS, 4" @125 YDS, 4" @ 135YDS, 5" @150YDS

POINTS: 10 PTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL, SHOOTER WILL TAKE A PRONE SUPPORTED POSITION, AND ENGAGE TARGETS IN ORDER USING HOLDOVERS ONLY.

THE SHOOTING ORDER:
50YD, 60YD

50 YD, 60 YD, 75 YD

60 YD, 75 YD, 90 YD, 100 YD

100YD, 110 YD, 125 YD, 135YD, 150 YD

IF THE SHOOTER TOUCHES THE ELEVATION DIAL AFTER THE START SIGNAL, THE SHOOTER AUTOMATICALLY EARNS A "ZERO" FOR THE STAGE.

STAGE: TRIPLE THREAT

TIME:120 SECONDS

ROUND COUNT: 9

RANGES AND TARGETS: 50% IPSC, 25% IPSC, 5% IPSC @ 100 YDS

POINTS: 10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

BARRICADES : ROPE TIED BETWEEN 2 T POST, PLASTIC SAW HORSE, CINDER BLOCK

START POSITION:STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL CHOOSE THEIR 1ST BARRICADE TO SHOOT FROM OF THE 3 BARRICADES. THE SHOOTER WILL SHOOT THE IPSC TARGETS FROM SMALL TO LARGE. IF THE SHOOTER MISSES A SHOT, THE SHOOTER WILL MOVE TO A DIFFERENT BARRICADE. WHEN THE SHOOTER HITS ALL THREE IPSC TARGETS, THEY WILL MOVE TO A DIFFERENT BARRICADE.

SHOOTER MUST USE ALL BARRICADES BEFORE RETURNING TO THEIR 1ST CHOICE BARRICADE.

STAGE: YETI MIKE MOVER

TIME:120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: LARGE AND SMALL YETI TARGETS ON DM MOVER @ 124 YARDS.

POINTS:10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION:STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL TAKE A PRONE SUPPORTED POSITION, AND ENGAGE THE SMALL YETI TARGET. IF THE SHOOTER HITS THE SMALL YETI, THE SHOOTER WILL ENGAGE THE LARGE YETI WITH 1 ROUND HIT OR MISS.

SHOOTER MUST HIT THE SMALL YETI TO EARN THEIR SHOT AT THE LARGE YETI. ONCE THE LARGE YETI IS ENGAGED, THE SHOOTER MUST RETURN TO THE SMALL YETI AND EARN ANOTHER SHOT AT THE LARGE YETI.

THIS WILL CONTINUE UNTIL ALL 10 ROUNDS ARE FIRED.

STAGE: CRACK HOUSE

TIME:120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: 5" PLATE @ 131YDS, 5" PLATE @ 135 YDS

POINTS: 10 POINTS PER IMPACT

EQUIPMENT: EQUIPMENT WILL BE PROVIDED INSIDE THE CRACK HOUSE

START POSITION: RO WILL GROUND SHOOTERS RIFLE INSIDE THE CRACK HOUSE, MAGAZINE IN, BOLT OPEN. SHOOTER WILL BE STANDING OUTSIDE THE CRACK HOUSE.

DESCRIPTION: UPON START SIGNAL SHOOTER WILL MOVE INTO THE CRACK HOUSE. THE SHOOTER MAY USE ANY EQUIPMENT PROVIDED INSIDE THE CRACK HOUSE. (NO RAIL MOUNTED EQUIPMENT MAY BE USED BY THE SHOOTER OTHER THAN A BIPOD) THE SHOOTER WILL ENGAGE THE BOTH TARGETS FROM LEFT TO RIGHT WITH 1 ROUND EACH HIT OR MISS FROM 5 OF THE 9 WINDOWS INSIDE THE CRACK HOUSE. 2 SHOTS FROM EACH WINDOW THE SHOOTER CHOOSES.

STAGE: KEEP IT ON 4 TIRES

TIME:120 SECONDS

ROUND COUNT: 12

RANGES AND TARGETS: BEER BOTTLE TARGETS @ 107 YDS, 145 YDS, 178YDS
POINTS: 10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL ENGAGE THE BEER BOTTLE AT 107YDS WITH 3 ROUNDS FROM THE TIRE LAYING DOWN. SHOOTER WILL MOVE TO THE 1ST STANDING TIRE, AND ENGAGE THE BEER BOTTLE AT 145 YDS WITH 3 ROUNDS. SHOOTER WILL MOVE TO THE NEXT STANDING TIRE, AND ENGAGE THE BEER BOTTLE AT 178 YDS WITH 3 ROUNDS. SHOOTER WILL MOVE TO THE SUSPENDED TIRE AND ENGAGE ALL 3 BOTTLES WITH 1 ROUND EACH.

STAGE: HOSTAGE KYL

TIME: 120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: HOSTAGE KYL RACK @ 100 YDS (THREAT = PINK, HOSTAGE = WHITE), BELL @ 200 YDS

POINTS:10 POINTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL ENGAGE THE THREAT TARGETS AT 100 YDS. FROM LARGE TO SMALL. IF THE SHOOTER HITS A HOSTAGE THE SHOOTER MUST SHOOT AND HIT THE BELL AT 200 YDS TO BEGIN THE 2ND RUN.

AS SOON AS THE SHOOTER HITS ALL THE THREAT TARGETS ON THE 1ST RUN THEY MUST HIT THE BELL AT 200 YDS TO BEGIN THE NEXT RUN.

ON THE 2ND RUN, IF A SHOOTER HITS A HOSTAGE TARGET, THE SHOOTER WILL STOP AND KEEP ACCUMULATED POINTS. IF THE SHOOTER HITS ALL THE THREAT TARGETS ON THE 2ND RUN, THEY WILL ENGAGE THE BELL AT 200 YDS, WITH 1 SHOT HIT OR MISS.

IF THE SHOOTER FIRES 10 ROUNDS, THE SHOOTER IS FINISHED AND WILL KEEP ACCUMULATED POINTS.

STAGE: TRAILER TRASH

TIME: 120 SECONDS

ROUND COUNT: 10

RANGES AND TARGETS: 2" PLATE @80YDS, 3" PLATE @100YDS, 4" PLATE @125YDS, 5" PLATE AT 150 YDS.

POINTS: 10 PTS PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING AT THE BACK OF A TRAILER GATE, RIFLE GROUNDED ON TRAILER, MAGAZINE IN, BOLT OPEN

BARRICADE: 4 TIRES STACKED AT THE FRONT OF A TRAILER

DESCRIPTION: UPON START SIGNAL SHOOTER WILL MOVE ONTO TRAILER AND ENGAGE THE 2" TARGET WITH 1 ROUND.

SHOOTER WILL GROUND RIFLE, REMOVE 1 TIRE FROM TRAILER, AND ENGAGE THE 2" AND 3" TARGETS WITH 1 ROUND EACH.

SHOOTER WILL GROUND THE RIFLE, REMOVE 1 TIRE FROM THE TRAILER, AND ENGAGE THE 2", 3", AND 4" TARGETS WITH 1 ROUND EACH.

SHOOTER WILL GROUND THE RIFLE, REMOVE 1 TIRE FROM THE TRAILER, AND ENGAGE THE 2", 3", 4", AND 5" TARGETS WITH 1 ROUND EACH.

YOUNG GUNS MAY NOT BE ABLE TO REMOVE THE TIRE FROM THE TRAILER, A SQUAD MATE MAY HELP REMOVE THE TIRE AND THE YOUNG GUN WILL GROUND THE RIFLE, AND REBUILD POSITION AS THE TIRE IS REMOVED.

STAGE: UNKNOWN DISTANCE

TIME: 120 SECONDS

ROUND COUNT:10

RANGES AND TARGETS: 2X A/C ZONE IPSC, 3 50% IPSC

POINTS: 10 PER IMPACT

EQUIPMENT: ANY EQUIPMENT THE SHOOTER USES MUST BE CARRIED TO FIRING POSITION

START POSITION: STANDING, RIFLE IN HAND, MAGAZINE IN, BOLT OPEN

DESCRIPTION: UPON START SIGNAL SHOOTER WILL FIND, RANGE, AND ENGAGE ALL 5 TARGETS WITH 2 ROUNDS EACH, FROM NEAR TO FAR.

SHOOTERS MAY NOT USE ELECTRONIC RANGE FINDING EQUIPMENT.

SHOOTER NEEDS TO CALL OUT THEIR TARGET BEFORE ENGAGING TO HELP THE SPOTTER.

