



SPARC 2026 Season Finale
By Next Shot Precision



October 3-4, 2026
North Springs Shooting Range
Price, UT

Welcome to the 2026 SPARC Season finale by Next Shot Precision!

General Safety:

This is a cold range – meaning there shall be no ammo or magazines in firearms until given the command to “make ready” prior to shooting a stage. Upon stage completion shooters should make rifles cold, lock bolt back, and place the rifle on safe. Rifles shall be staged on designated firing lines between the stages. They are not to remain slung to the shooter. A bipod or shooting bag shall be used to stage the gun safely along the firing line. Rifles should be carried with muzzles up between stages.

You are responsible for every round that leaves your rifle. There shall be no “sky-loading” upon the start of a stage. “Sky-loading” is defined as releasing the bolt forward to chamber a round before the intended target is in the scope’s field of view. Shooters who sky-load will receive one warning. The second offense will result in a stage DQ.

When on the stage, whenever a shooter is moving from one position to another, the rifle must be switched to safe. Shooters will receive one warning if failing to switch to safe while transitioning. The second offense will result in a stage DQ. During movement from one position to another, shooters shall point muzzles downrange or up. Shooters shall not break the 180-degree plane formed by the firing line during transition between positions unless muzzle is pointed up. “Flagging” or “muzzling” anyone

Stage 17: Unknown Distances at Magnolia Inn – by Unknown Suppressors

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Prior to start, the shooter will be permitted to look at the targets through the RO’s binoculars or spotting scope. The shooter is not permitted to range the targets at any time. Upon the start shooter will take a position on position 1 and engage T1 with one impact then T2 with two impacts in that order. Shooter will then move to position 2 and engage T2 then T1 then T2 with one impact each in that order. Shooter will then move to position 3 and engage T1 with one impact.

P1: T1, T2, T2

P2: T2, T1, T2

P3: T1

Target Ranges:

T1: Between 200 and 800 (wide rectangle)

T2: Between 200 and 800 (wide rectangle)



Stage Time: _____ Scorer Initials: _____

Stage 16: Quick Deployment in Buffalo Canyon – by Really Right Stuff

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. The tripod must be collapsed and with legs toward the middle. Upon the start the shooter will deploy the tripod and use it to support the rifle and engage the targets with one impact in the following order:

T1, T2, T3, T4, T4, T3, T3, T1, T2

Target ranges:

T1: 93 yards (circle)

T2: 101 yards (circle)

T3: 247 yards (rectangle)

T4: 416 yards (rectangle)



Stage Time: _____ Scorer Initials: _____

will result in a match DQ. An accidental or negligent discharge will also result in a match DQ.

Divisions:

GPR:

The general-purpose rifle division requires a rifle barrel that is less than 16.5" (not including muzzle device or suppressor) and an optic with a max magnification at or below 10x and no parallax adjustment. This division is intended to be an opportunity to shoot your "go to" general purpose rifle - topped with an LPVO style optic.

DMR/Open:

There are no magnification or barrel length restrictions.

There are no caliber or cartridge restrictions for either division except the caliber must be .308 or less and the muzzle velocity must be below 3200 feet per second. This caliber and muzzle velocity restriction applies to all divisions.

Match Flow:

Squads will start on the stage designated by the MD during the shooter brief. The first shooter in the squad will be the first shooter listed in Impact Scoring for the squad. The first shooter for a stage will be the last shooter on the next stage. The shooter who was second will be first on the next stage. This ensures every shooter will have to shoot a stage first at least once.

To make sure we keep squads moving, if you are on deck or in the hole, please make sure you have your gear prepped, dope ready if you are going to use a dope card, and that you understand the course of fire. If you are not on deck or in the hole, you should be assisting the squad spot hits or assisting the RO's where needed. Please help your squad move through the stages efficiently. If a shooter wants to collect their brass, it should not be done by the shooter. They should request the help of a squad mate to collect brass during and after the stage to minimize delays. If you are first or second on the next stage, once you have finished shooting the current stage, you should go to the next stage and get prepped. Everyone else should help the squad move through the current stage efficiently by helping spot, time, or pick up brass as directed by the stage RO.

There will be dedicated RO's on every stage. To start a shooter on a stage the acting RO will use the following dialog:

"Shooter, do you understand the course of fire?" If not, review the course of fire. If yes, proceed to next command.

"Load and make ready." Let the shooter make ready

"Shooter, are you ready?" Shooter must indicate if they are not ready – otherwise it is assumed the shooter is ready.

Stage 15: Tight Squeeze – by Stealth Additive Works

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will build a position and engage targets T1, T2, T1 with one impact each in that order. Shooter will move to a second position and engage targets T1, T2, T1 with one impact each in that order. Shooter will move to a third position and engage T2 with two impacts.

Each port hole and railroad tie on the sides of the barricade count as available positions. Two of the three positions must be port holes, and no positions may be reused.

P1: T1, T2, T1

P2: T1, T2, T1

P3: T2, T2

Target ranges:

T1: 258 yards (Circle)

T2: 357 yards (Circle)



Stage Time: _____ Scorer Initials: _____

Stage 14: What Was the Order Again? – by Proof Research

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will build a position on the top drum and engage the targets in the following order with one impact each:

T1, T3, T2, T3, T1, T2, T3, T2, T1

Target ranges:

T1: 267 yards (Triangle)

T2: 277 yards (Triangle)

T3: 321 yards (Triangle)



Stage Time: _____ Scorer Initials: _____

RO will then say, “Stand by” and start the timer within 1-3 seconds. Timers will be set for a random start between 1-3 seconds after the button is pushed.

Upon stage completion, the scorer will record time and confirm time with the person running the timer. Shooter is responsible for reviewing and confirming the time entered in the scoring tablet. The shooter shall record their time on the stage page with the scorer’s initials. This serves as a backup if scoring system issues occur.

Re-shoots:

Re-shoots will only be permitted by approval of the match directors. It is the shooter’s responsibility to know the course of fire. Re-shoots will not be permitted for confusion on the stage. It is also the shooter’s responsibility to ensure their equipment is functioning properly. Re-shoots will not be permitted for equipment malfunctions. Fix the malfunction safely on the clock and continue the stage. If a reshoot is permitted, the recorded time will be of the reshoot even if it is worse than the first time.

Re-shoots may be permitted if requested by a shooter due to failure of a target, prop/barricade, timer, or scoring equipment. All re-shoots are at the match directors’ discretion.

Scoring and Prize Table:

This is an individual match. No coaching or corrections are permitted from squad members while the clock is

running. If a shooter is engaging the wrong target, the spotter/scorers may call “wrong target”. They shall not indicate which is the correct target. Otherwise, spotters shall only call “hit” or “impact” and shall remain silent on misses. If a shooter asks whether the last shot was a hit or miss, the spotter may clarify that it was either a hit or miss.

The prize table will be walked by overall finish – starting with first place.

NOTE: All yardages are reported in yards and are measured by line-of-sight. Ranges may have errors. It is ultimately up to shooters to confirm ranges before they start a stage.

Stage 13: Limber Timbers – by Ballistic Engineering

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will engage T1 with two impacts from the top of the stack (P1). Shooter then moves to the left tip (P2) and engages T1 with one impact. Shooter then moves to right tip (P3) and engages T2 with two impacts. Shooter then moves back to left tip (P4 – same as P2) and engages T2 with one impact. Shooter then moves to left slant (P5) and engages T2 with one impact.

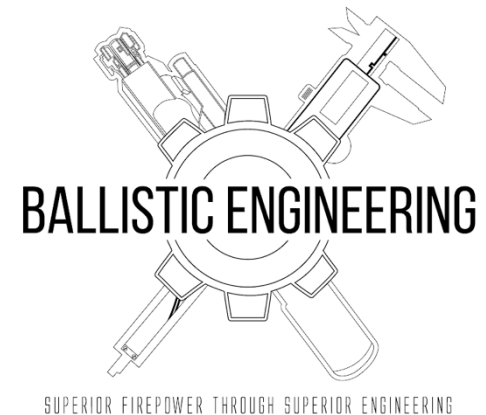
P1: T1, T1

P2: T1

P3: T2, T2

P4: T2

P5: T2



Target ranges:

T1 (Left): 240 yards (Vertical rectangle)

T2 (Right): 308 yards (Vertical rectangle)

Stage Time:_____ Scorer Initials:_____

Stage 12: Clapped-out Car – by Zev Technologies

The shooter will begin standing with mag in, bolt back, and all gear in hand. Upon the start, the shooter will engage T1 with one impact from the following positions in this order:

Hood, Roof, Hood, Trunk, Hood, Roof, Hood

Target range:

T1: 265 yards (Circle)



Stage Time: _____ Scorer Initials: _____

Stage 1: Spoolin' up – by MDT

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will build a position on the left side of the spool and engage targets T1 then T2 with one impact each. Shooter will then build a position in the middle of the spool and engage T2 then T1 Then T2 with one impact each in that order. Shooter will then build a position on the right side of the spool and engage T2 then T1 with one impact each in that order.

The left and right sides of the spool are the high points; it is not anywhere on the lower middle portion.

P1: T1, T2

P2: T2, T1, T2

P3: T2, T1

Target Ranges:

T1: 393 yards (Horizontal rectangle)

T2: 393 yards (Vertical rectangle)



Stage Time: _____ Scorer Initials: _____

Stage 2: Zen Rock Garden – by Thunder Beast Arms

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position on a rock and engage the largest target of the KYL with one impact. Shooter will then move to a second rock and engage the second target in the KYL with one impact. Shooter then moves to a third rock and engages the smallest target of the KYL with one impact. Once the smallest target is impacted the rock positions reset and can now be used in any order - one per target to repeat the sequence. In other words: the shooter must achieve one impact on each target in the KYL from big to small, switching rocks with each impact. Upon completion of the KYL, the shooter may use any three rocks in any order to repeat the KYL sequence. (Your third rock from KYL sequence one, could be your first rock for KYL sequence two.)

Position 1: Large Square
Position 2: Medium Square
Position 3: Small Square
Position 1*: Large Square
Position 2*: Medium Square
Position 3*: Small Square

Target Ranges:
KYL Large to Small Squares: 320 yards



Stage Time: _____ Scorer Initials: _____

Stage 11: Rooftop Shenanigans – by FLUX

The shooter will begin standing behind the rooftop with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on the rooftop and engage the KYL big to small with one impact each. Shooter will then take a prone position to the right of the rooftop and engage the KYL big to small with one impact each. In position two, the shooter must engage all targets weakside (weak eye, weak shoulder, and weak trigger finger) Shooter will then build a position on the rooftop and engage KYL big to small with one impact each. On position 3 a miss restarts the KYL sequence for that position. For scoring, if a target on position 3 is impacted it will not count as a penalty – even if the shooter is on a previous target from a reset caused by a miss.

P1: Big, Medium, Small
P2: Big, Medium, Small
P3: Big, Medium, Small

Target ranges:
KYL: 230 yards (Circles)

FLUX

Stage Time: _____ Scorer Initials: _____

Stage 10: Ridge Reaper – by North Reach MFG.

The shooter will begin standing at the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will build a prone position to the right of the tree and engage targets in the following order with one impact each. T1, T2, T1, T3, T1, T2, T1

P1: T1, T2, T1, T3, T1, T2, T1

Target Ranges:

T1: 595 yards (Circle)

T2: 600 yards (Diamond)

T3: 602 yards (Square)



Stage Time: _____ Scorer Initials: _____

Stage 3: SPARC – can you spell it? – By Dead Air

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position on the “S” and engage the T1 then T2 with one impact each in that order. Shooter will repeat this sequence with one position on each of the remaining letters – “P”, “A”, “R”, “C”. The top position of each letter does not count as a position.

Position 1 (S) : T1, T2

Position 2 (P) : T1, T2

Position 3 (A) : T1, T2

Position 4 (R) : T1, T2

Position 5 (C) : T1, T2

Target Ranges:

Target 1: 399 yards (Horizontal rectangle)

Target 2: 393 yards (Vertical rectangle)



Stage Time: _____ Scorer Initials: _____

Stage 4: Trap House – by Bone Frog Ammunition

The shooter will begin standing in the designated start position with rifle staged in the firing position with mag in, bolt back. Shooter shall stage a loaded magazine in the designated position. Upon the start shooter will take a position on the concrete platform. All gear and body must be on the platform with nothing contacting the ground. Shooter will engage targets near to far with one impact each. Shooter will then retrieve the magazine staged in the designated position and perform a mandatory reload before engaging targets far to near with one impact each from the same position.

P1: T1, T2, T3, T4, T5

P2(post reload): T5, T4, T3, T2, T1

Target Ranges:

T1: 137 yards (Triangle)

T2: 226 yards (Square)

T3: 319 yards (Circle)

T4: 385 yards (Square)

T5: 455 yards (Diamond)



BONE FROG
AMMUNITION®

Stage Time: _____ Scorer Initials: _____

Stage 9: One MOA All Day? - Next Shot Precision Says Paper Doesn't Lie!

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will build a position on the first position and shoot two rounds at your paper target. Shooter then transitions to the designated prone position and shoots two rounds at the same paper target. Shooter then transitions to the third position and shoots two more rounds at the paper target.

Targets will be labeled 1-1, 1-2, 1-3, etc.

First number represents your squad number. Second number represents your shooting order on this stage. Only shots on your target will count. If you shoot the wrong target, it will be counted as a miss. Line breaks count as impacts. If arbitration is required, it will be done after the course of fire is complete.

Paper targets – 100 yards



Paper target number: _____

Stage Time: _____ Scorer Initials: _____

Stage 8: Speed Barricade – by Nightforce

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand.

Upon the start the shooter will achieve one impact on T1 from the positions in the following order:

Low left, high left, high right, low right, high right, high left, low left, high left, high right, low right.

In other words: 10 positions total – left to right, right to left, left to right without repeating positions on the ends.

Target Range:

T1: 477 yards (Large square)



Stage Time:_____ Scorer Initials:_____

Stage 5: Upper Decky – by Guntology

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand.

Upon the start, shooter will move to the firing position and engage the close target unsupported with two impacts. Shooter will then take position one and engage T1 in with one impact. Shooter will move to position two and engage T1 with one impact. Shooter will then move to the upstairs unsupported firing position and engage the unsupported target with two impacts. Shooter then takes position three and engages T1 with one impact. Shooter then takes position four and engages T1 with one impact.

U1 - Unsupported x 2

Position 1: T1

Position 2: T1

U2 - Unsupported x 2

Position 3: T1

Position 4: T1

Target Ranges:

Unsupported: 72 yards (Square)

T1: 333 yards (Circle)



GUNTOLOGY

Stage Time:_____ Scorer Initials:_____

Stage 6: Tank Trap Tango – by AMEND2

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on the first tank trap and engage T1 with one impact. Shooter will move to a second position on the same tank trap and engage T2 then T1 with one impact each in that order. Shooter will then move to a second tank trap and engage T2 with one impact. Shooter will then move to a second position on the second tank trap and engage T1 then T2 with one impact each in that order. Shooter then moves to the third tank trap and engages T1 with one impact. Shooter then moves to a second position on the third tank trap and engages T2 then T1 with one impact each in that order. No position or tank trap may be reused.

Position 1 (Tank trap 1): T1
Position 2 (Tank trap 1): T2, T1
Position 3 (Tank trap 2): T2
Position 4 (Tank trap 2): T1, T2
Position 5 (Tank trap 3): T1
Position 6 (Tank trap 3): T2, T1

Target Ranges:
T1: 227 yards (Vertical rectangle)
T2: 509 yards (Large circle)



Stage Time: _____ Scorer Initials: _____

Stage 7: It Matters Where It's Made – by SilencerCo

The shooter will begin standing in the designated start position with mag in, bolt back, and all gear in hand. Upon the start the shooter will build a modified prone position on the spool and engage targets in the following order:

T1, T4, T2, T3, T1, T2, T3, T4

Target Ranges:

T1: 542 yards (Vertical rectangle)
T2: 616 yards (Circle left of H)
T3: 755 yards (big circle left of tree)
T4: 801 yards (square left of A)



Stage Time: _____ Scorer Initials: _____