

All stages are hit to move on 57 total hits

Stage 1: Who let the lil' dogs out

Shooter will start standing in the prone zone with mag in and bolt back, all gear in hand. Upon start, the shooter will go prone and engage the dog troop line. Shooter will engage each target with one hit before moving on, working from near to far. When shooter hits target 5 (the standing coyote) shooter will then work their way back in reverse order. The only target to be hit once is the standing coyote.

Course will shoot as follows:

- T1
- T2
- T3
- T4
- T5
- T4
- T3
- T2
- T1

Target Ranges:

- T1 prairie dog - 163
- T2 prairie dog - 183
- T3 prairie dog - 204
- T4 howling coyote - 256
- T5 standing coyote - 324

Total of 9 hits ___ / 9

Time:

Stage 2: Burpees

Shooter will start standing with mag in and bolt back, all gear in hand. Upon start, shooter will engage T1 from position 1, shooter will then move to position 2 and engage T2 then T1, shooter will then move to position 3 and engage T2, shooter will move to position 4 and engage T1 then T2 and finally shooter will move to position 5 and finish the stage on T1

Course will shoot as follows:

P1 - T1

P2 - T2, T1

P3 - T2

P4 - T1, T2

P5 - T1

Target ranges:

T1 Circle - 486

T2 Square - 351

Total of 7 hits ___ / 7

Time:

Stage 3: PRS Skillz

Shooter will start standing with mag in and bolt back, all gear in hand. Upon start, shooter will take a position on one of the four positions and engage T1 and T2, then move to a second position and repeat until the shooter has used 5 different positions. Shooter will use all 4 positions and repeat one of the previously used positions. May not use the same position shooter just came off of. Top shelf is not a position.

Course will shoot as follows:

P1 - T1,T2

P2 - T1,T2

P3 - T1,T2

P4 - T1,T2

P5 - T1,T2

Targets ranges:

T1 Small Square - 235

T2 Large Squarer - 305

Total of 8 hits ___ / 10

Time:

Stage 4: He's a cacti not a fungi

Shooter will start standing with mag in and bolt back, all gear in hand. Upon start, the shooter will take Position 1 on the marked symbol on the furthest right cactus and engage the target that matches the symbol. The shooter will then move to P2 on the same cactus and engage the target with the coordinating symbol. Shooter will complete this pattern until the last symbol is hit. The shooter will work his/her way from right to left.

Course will shoot as follows:

- P1 - Circle
- P2 - Square
- P3 - Square
- P4 - Circle
- P5 - Square, Circle
- P6 - Rectangle

Target ranges:

- Circle - 339
- Square - 381
- Rectangle - 592

Total of 7 hits ___ / 7

Time:

Stage 5: Body Count

Shooter will start standing in the designated start box with mag in and bolt back, no gear allowed except attached bipod*. Upon start shooter will take the right position and engage the silhouettes with one hit each in the following order. Black, White, Yellow. Shooter will then move to the left position and engage the silhouettes in the following order: White, Yellow, Black. Shooter will then move to the prone position and engage the far target.

*If the shooter has no access to a bipod the shooter may use an item that the shooter typically uses when prone. Or borrow a squadmates.

Course will shoot as follows:

P1:

Middle

Left

Right

P2:

Left

Right

Middle

P3-T4

Target ranges:

Middle - 59

Left - 51

Right - 39

T4 - 506

Total of 7 hits ___ / 7

Time:

Stage 6: Poached TRP

Shooter will start standing with mag in and bolt back, all gear in hand. Upon start, the shooter will take a prone position on or behind the single log and engage the poacher. Shooter will then move to position 2 and engage the deer targets in the following order:

Deer 3
Deer 1
Deer 2
Deer 4

Shooter will then move to position 3 and engage the deer targets in the following order:

Deer 2
Deer 3
Deer 4
Deer 1

Hint: TRP stands for target reference point, you'll need them this stage, use them

Target Ranges:

Poacher - 180
Deer 1 - 296
Deer 2 - 326
Deer 3 - 344
Deer 4 - 382

Total of 9 hits ___ / 9

Time:

Stage 7: Tire'd

*This stage is a mandatory mag drop and reload – Shooter will start with a mag loaded with 4 rounds only. Shooter will place a loaded mag in the mag staging area.

Shooter will start with 4 bullets in mag to start and verify this with starter, shooter will start standing with mag in and bolt back, all gear in hand. Upon start, the shooter will take a position on any tire and engage T1 with one hit and then engage T2 with one hit. Shooter will then move to a different tire and engage T2 and then T1 with one hit each or whichever target and position shooter left off on when the shooter fires all bullets in mag is when the shooter will verbally announce empty and drop mag from rifle. The shooter will leave the rifle on a tire before retrieving the spare mag. Shooter will then load the spare mag and engage targets from the position the shooter left off on when the last (fourth round) was fired to pick up where the shooter left off. Assuming the shooter finished position 2 and T1 the shooter will take position on a third tire and engage T1 then T2, shooter will then move to a fourth position and engage T2 then T1. The same tire cannot be used more than once

At no moment will the shooter run towards squad with a rifle!! Rifle will be left on the tires during mag retrieval.

Course will shoot as follows:

Position 1 - T1,T2

Position 2 - T2,T1

Mag drop and reload

Position 3 - T1,T2

Position 4 - T2,T1

Target Ranges:

T1 - 124

T2 - 286

Total of 8 hits ___ / 8

Time:

