

1. Rooftop (GREEN)

- Hits: 6
- Description: On start the shooter will take a position on the lowest position of the roof and engage target A with 1 hit and target C with one hit. Shooter will move to the middle position on the roof then hit target B with one hit and target A with one hit. Shooter will then move to the top position on the roof and hit target C with one hit and target B with one hit.
 - Low roof: Ax1, Cx1
 - Mid roof: Bx1, Ax1,
 - High roof: Cx1, Bx1
- Targets:
 - A: 10" circle @ 400 yards (2.4 moa)
 - B: 8" square @ 330 yards (2.3 moa)
 - C: 18"x30" torso @ 590 yards (2.9 x 4.9 moa)

2. Tank Trap (light-BLUE)

- Hits: 8
- Description: On start the shooter will take a position on one of the tank trap tips and engage target A with 1 hit. Shooter will then move to any other unused tip and engage target A with 2 hits. Shooter than will move to the last unused tip and engage target A with 3 hits. Shooter will then take a position in the middle of the tank trap and engage target B with 1 hit then target A with 1 hit.
 - Tip 1: Ax1
 - Tip 2: Ax2
 - Tip 3: Ax3
 - Middle: Bx1, Ax1
- Targets:
 - A: 10" circle @ 240 yards (4 moa)
 - B: 12" circle @ 545 yards (2.1 moa)

3. Carbine Barricade (RED)

- Hits: 6
- Description: On start the shooter will take a position on the first marked position and engage target A with 1 hit. Barrel must be protruding through the prop for engagement to count. Shooter will then continue through the remaining 5 positions and engage target A with 1 hit.
- Targets:
 - A: 12" square @ 330 yards (3.5 moa)

4. Tables (YELLOW)

- Hits: 7
- Description: **BEFORE start, shooter must pick between target C (far 1000y, large moa) or D (close 330y, small moa) and confirm with squad.** On start shooter will take a position on the left table and engage target A with 1 hit. Shooter will then transition to the prone position between tables and engage target B with one hit then target A with one hit. Shooter will then take a position on the right table and engage target B with one hit. Shooter will then move back to the prone position and engage target A with 1 hit then target B with one hit. Shooter will then move to the left table and engage EITHER target C with 1 hit or target D with 1 hit depending on their choice before start.

- Left Table: Ax1
 - Prone: Bx1, Ax1
 - Right Table: Bx1
 - Prone: Ax1, Bx1
 - Left Table: (C or D)x1
 - Targets:
 - A: 12" square @ 330 yards (3.5 moa)
 - B: 66% IPSC @ 425 yards (2.7 x 4.5 moa)
 - C: 30" circle @ 1000 yards (with flasher; 2.9 moa)
 - D (optional alternative): 33% IPSC @ 330 yards (1.5 x 2 moa)
5. Unsupported (PURPLE)
- Hits: 8
 - Description: On start shooter will engage target A with one hit. Shooter will then transition to a kneeling position and engage target B with 2 hits. Shooter will then take a standing position and engage target A with 1 hit. Shooter will then take a kneeling position and engage target B with 2 hits. Shooter will then take a standing position and engage target A with 1 hit. Shooter will then take a prone position and engage target C with 1 hits.
 - Standing: Ax1
 - Kneeling: Bx2
 - Standing: Ax1
 - Kneeling: Bx2
 - Standing: Ax1
 - Prone: Cx1
 - ***No bipod, shooting bags, or tripods. LBE can be used for support but must stay worn on the person the entire stage - no taking backpacks or chest rigs off to use as a makeshift bag. Rifle slings allowed.***
 - Targets:
 - A: 12" square @ 100 yards (11.5 moa)
 - B: 12" square @ 175 yards (6.5 moa)
 - C: 66% IPSC @ 420 yards (2.7 x 4.5 moa)
6. Pipe fence (ORANGE)
- Hits: 8
 - Description: On start the shooter will take a position on the left post and engage target A with 2 hits. Shooter will then transition to the middle pipe and engage target B with 1 hit. The shooter's bag or gun must touch the marked position on the pipe. Shooter will then transition to the right post and engage target B with 1 hit. Shooter will then transition back to the pipe and engage target B with 2 hits. Shooter will then transition back to the left post and engage target B with 1 hit and A with 1 hit.
 - Left Post: Ax2
 - Pipe: Bx1
 - Right Post: Bx1
 - Pipe: Bx2
 - Left Post: Bx1, Ax1
 - Targets:
 - A: 8" square @ 250 yards. (3 moa)

- B: 12" Diamond @ 420 yards. (2.7 moa)
- 7. Ladder (WHITE)
 - Hits: 6
 - Description: On start the shooter will take a position on the taped rung marked (1). Shooter's equipment (bag/gun) must touch the tape. Shooter will then engage target A with 1 shot. Hit or miss the shooter must then transition to position (2) and repeat. Each position is hit or miss (one shot taken). Shooter continues through positions until 6 hits are achieved or time runs out. When the shooter needs to transition past position 5 then the shooter will start over at position 1.
 - Ax6 (one shot, hit or miss, then move to new position)
 - Targets:
 - A: 18"x30" torso @ 545 yards. (3.2 x 5.3 moa)
- 8. Truck Bed (GREY)
 - Hits: 8
 - Description: On start the shooter will take a position on the left side of the truck bed and engage target A with 1 hit then target B with 1 hit, shooter will then repeat this sequence again from the same position. Shooter will transition to some place within the designated prone open area and from a prone position engage target C with one hit then target D with one hit. Shooter will then transition to the right side of the truck bed and engage target E with 1 hit then target C with 1 hit.
 - Left Side Truck Bed: Ax1, Bx1, Ax1, Bx1
 - Prone: Cx1, Dx1
 - Right Side Truck Bed: Ex1, Cx1
 - Targets
 - A: 8" Square @ 220 yards. (3.5 moa)
 - B: 8" Square @ 220 yards. (3.5 moa)
 - C: Cyote @ 420 yards. (Something, dunno)
 - D: 12" Diamond @ 420 yards. (2.7 moa)

 - E: 10" Circle @ 420 yards. (2.3 moa)