

Stage 1: Log Ness Monster

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position on lowest rung and engage T2, T1, T2 with one impact each. Shooter will then move to middle rung and engage T1, T2, T1 with one impact each. Shooter will then move to the top rung and engage T1, T1, T2, T2 with one impact each.

P1: T2, T1, T2

P2: T1, T2, T1

P3: T1, T1, T2, T2

Target Ranges:

T1 x 226 yards (8" square)

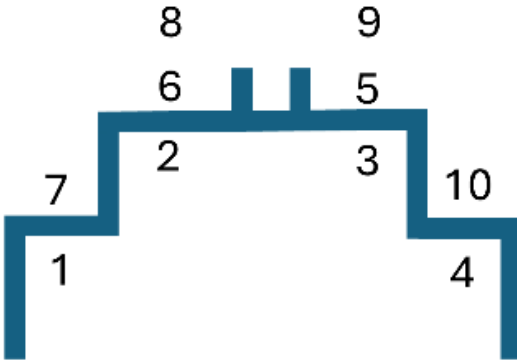
T2 x 375 yards (12" square)

Stage 2: PRS (SPARC) Barricade

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. Upon the start the shooter build a position on position 1 and engage the target with one impact. Shooter will repeat this 10 times moving position each time moving left to right, right to left, left to right without repeating positions.

Target Ranges:

T1: 351 yards (14" diamond)



Stage 3: Tank Trap + Air Duct = Tank AC

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. Upon the start shooter will build a position on the small tank trap and engage T1 with 1 impact. Shooter will move to the middle of the air duct and engage T2 with 2 impacts. Shooter will move to middle tank trap and engage T1 with 1 impact. Shooter then moves back to the middle of the air duct and engages T2 with 2 impacts. Shooter then transitions to largest tank trap and engages T1 with two impacts.

Position 1: T1

Position 2: T2, T2

Position 3: T1

Position 4: T2, T2

Position 5: T1, T1

Target Ranges:

T1: 300 yards (12" circle)

T2: 426 yards (18" circle)

Stage 4: Tony Hawks Rusty Grind Rail

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. At the start shooter will take position one and engage T1 with 1 impact. Shooter will then shoot a total of 3 rounds at the KYL, progressing to the next smallest target with each impact. After three rounds have been fired shooter will move to position 2 and repeat the sequence. Shooter then moves to position 3 and repeats the sequence. Impacts are only counted on the KYL rack. When the shooter achieves 7 impacts, the time is recorded. Shooter will repeat the position sequence as many times as necessary to achieve the 7 impacts on the KYL targets. Shooter engages Kyl Large to small hit to move on with 3 rounds max from each position. Shooter must impact T1 at the beginning of each position before engaging KYL.

Position 1: T1, T2 Large to small

Position 2: T1, T2 Large to small

Position 3: T1, T2 Large to small

Target Ranges:

T1: 375 yards (14" square)

T2: 375 yards (KYL 14" diamond, 12" square, 8" square)

Stage 5: Get Railed

The shooter will begin standing where they choose with mag in, bolt back, and all gear in hand. Upon the start the shooter will take a position engage T1 with 2 impacts. Shooter will transition to a second position and engage T2 with 2 impacts. Shooter will move to a third position and engage T1 with 2 impacts. Shooter will transition to a fourth position and engage T2 with 2 impacts. There are five available positions and four of them must be used. A position may not be repeated.

Position 1: T1 x 2

Position 2: T2 x 2

Position 3: T1 x 2

Position 4: T2 x 2

Target Ranges:

T1: 466 yards (18" circle)

T2: 612 yards (18x24" rectangle)

Stage 6: Mario Warp Pipe

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. Upon start, shooter will take position one and engage T1 with one impact. Shooter will move to position 2 and engage T2 with one impact. Shooter will repeat this sequence until they have achieved 6 impacts.

Shooter will only have two rounds per position to achieve an impact. If a shooter fails to impact the target after two rounds, they must go to the “reset” position and engage the reset target with one impact (unlimited rounds to do so) before moving to the next position in the sequence. Impacts on reset target do not count toward the 6 required to stop the timer.

Position 1: T1 x 1

Position 2: T2 x 1

Position 3: T3 x 1 (as necessary)

Target Ranges:

T1: 208 yards (6” square)

T2: 300 yards (12” square)

Reset: 182 yards (14” square)

Stage 7: The Tetons

The shooter will begin standing behind the turf with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position and engage T1 with 1 impact. Shooter then moves to a second position and engages T1 with 2 impacts, then a third position and T1 with 3 impacts, then a fourth position and T1 with 2 impacts, then a fifth position and T1 with 1 impact.

Position 1: T1 x 1

Position 2: T1 x 2

Position 3: T1 x 3

Position 4: T1 x 2

Position 5 : T1 x 1

Target Ranges:

T1: 403 yards (14" square)

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Stage 8: RIP RZR

The shooter will begin standing in front of one of the shooting positions where they please with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position and engage targets large then small. Shooter will repeat this from 3 more marked positions. There are five available positions. Four must be used. A position may not be repeated.

Position 1: Large, Small

Position 2: Large, Small

Position 3: Large, Small

Position 4: Large, Small

Target Ranges:

Large: 203 yards (12" triangle)

Small: 203 yards (8x4" rectangle)

Stage 9: Milk Man Truck

The shooter will begin standing in the truck bed with mag in, bolt back, and all gear in hand. Upon the start, the shooter will take a position on the truck with their body and all gear on the truck and engage targets with one impact each in the following order: 1, 2, 3, 4, 5, 4, 3, 2, 1.

Target Ranges:

T1: 489 yards (14" diamond)

T2: 489 yards (12" square)

T3: 489 yards (12" circle)

T4: 597 yards (18" circle)

T5: 719 yards (18x24" rectangle)