

Please move efficiently in the morning and be ready to zero by 6:30 AM at LAW ENFORCEMENT stage brief and roll call begins at 7AM at COWBOY TOWN - PARK THERE.

Will be doing stage brief in 2 groups. Group 1 will be squads 4-8. Group 2 will be squads 1-3.

Group 1 will brief stages 1-3 then after stage 3 BRING YOUR GEAR WITH YOU FROM THE PARKING LOT TO STAGE BREIF FOR STAGES 4-8. You will leave your gear as you proceed to your first stage up the ridge.

This email was sent by a Match Director of the "SPARC - North Springs Mid-Season Mega Match" match.

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Stage 1 Gravel Ruck

T1 327 yards orange X, T2 626 yards orange X

P1 rock

P2 shooting rest

Shooter will behind to the left of the rock mag in bolt back, at the start of the timer shooter will take position 1 and engage T1x2 then T2x1.

Shooter will move to P2 bench and engage T1x1 then T2x1.

Shooter will move to P3 Rock and engage T1x1

Shooter will move to P4 Bench and engage T2x1

P1 Rock - T1x2, T2

P2 Bench - T1x2, T2

P1 Rock - T1

P2 Bench - T2

Stages 2 Tank Trap T1 407 yards (by elk)

Shooter will begin behind tank trap mag in bolt out, at the start of the timer shooter will take position 1 and engage T1x1 and repeat for all 6 positions, engaging the target twice in position 5, and 6.

P1 x 1

P2 x 1

P3 x 1

P4 x 1

P5 x 2

P6 x 2

Stage 3 MAG-Nolia Inn

Shooter will begin behind the left window first floor, mag in, bolt back. At the start of the timer shooter will engage T1x1 on the side of the window. Shooter will move to next window and engage T1x1 on the side of the window. Shooter will call SAFE outloud and proceed up the stairs to P3 and engage T1x1 on the stairs. Shooter will call SAFE outloud, and proceed up the stairs to first window, second floor and engage T2x1 on each window.

T1 - 6" index card 100 yards

T2 - 8" circle blue 200 yards

Window 1st floor x 1

Second Window 1st floor x 1

Stairs T1 x 1

1st window 2nd floor T2x1

2nd window 2nd floor T2x1

3rd window 2nd floor T2x1

Stage 4 Window Tree T1 square 371 yards T2 square 433 yards

Shooter starts behind window 1 mag in bolt back, at the start of the timer shooter will take position on window 1 and engage T1x2. Shooter will move to window 2 and engage T2x2.

Shooter will move to window 1 and engage T1x2. Shooter will move to window 2 and engage T2x2.

P1 t1,t1

P2 t2,t2

P1 t1,t1

P2 t2,t2

Stage 5 Handicamon T1, T2, T3 - 212 yards rectangle

Shooter will begin behind P1 blue dot, mag in, bolt back. At the start of the timer shooter will take position 1 at the rock and engage target 1,2,3. Shooter will move to P2, first blue dot on branch and engage targets 2,3,1. Shooter will move to P3 second blue dot on branch and engage 3,2,1.

P1 1,2,3 blue dot on rock (lowboy)

P2 2,3,1 (tree blue dot 1)

P3 3,2,1 (tree blue dot 2)

Stage 6 We have Hat Creek at Home

Shooter will begin behind big rock mag in, bolt back. At the start of the timer shooter will take P1 on the rock and engage targets 1,2,3. Shooter will move position on same rock lower right edge and engage T2x2. Shooter will move to P3 and engage targets 3,2,1.

T1 126 yards rectangle index

T2 336 yards long rectangle

T3 402 yards square

P1 1,2,3

P2 T2x2

P3 3,2,1

Stage 7 KYLeif (kill Leif)

Shooter will begin mag inserted, bolt locked to rear, at start of timer take position on rock #3 (position 1) by shooting confirmation target (T1) then shoot targets 2,3,4 in order (1 impact each) if shooter misses a target twice in a row they must return to confirmation then continue where they left off on kyl, once complete move to rock labeled #4 (position 2) shoot confirmation (T1) and then repeat but in opposite order, same 2 miss rule applies (confirmation,4,3,2)

T1 confirmation upside down triangle 203 yards

T2 Diamond 351 yards

T3 square 351 yards

T4 circle 351 yards

P1 T1 (confirmation) 2,3,4

P2 T1 (confirmation) 4,3,2

Stage 8 Don't Suck - shoot suppressed

Shooter will begin mag inserted, bolt locked to rear, at start of timer take position on rock 1 (position 1) engage target 1 with two consecutive impacts to move on, move to rock 2 (position 2) engage target 2 with single impact, move to rock 3 (position3) engage target 2 with single impact, move to rock 4 (position 4) engage target 1 with two consecutive impacts to stop time (position 1&4 shooter must engage target 1 until they two consecutive impacts)

T2 Tall Rectangle 479 yards

T1 Diamond 272 yards

P1 T1X2 Consecutive to move on

P2 T2

P3 T2

P4 T1X2 Consecutive to stop time

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