

Stage 1      Cold Bore      Location:      100 Yard Bay

Distance:      100 Yards      Target:      1 MOA Dot

Time Limit:      60 Seconds      Points:      100

Equipment Restrictions:      None

Round Count:      Limited - 1

Procedure:

Shooter will have 60 seconds to engage their target from a shooting position of their choice. Bullet impact must break outer edge of dot to score.

Stage 2      Pesky Flies      Location:      100 Yard Bay

Distance:      100 Yards      Target:      10 Flies

Time Limit:      60 Seconds      Points:      100 Max

Equipment Restrictions:      None

Round Count:      Limited - 10

Procedure:

Shooter will have 60 seconds to engage 10 flies from a shooting position of their choice. Bullet impact must touch fly to score. Flies are worth 10 points each for a maximum possible score of 100.

Stage 3      Tack Driver      Location:      100 Yard Bay

Distance:      100 Yards      Target:      Tack Driver

Time Limit:      180 Seconds      Points:      100 Max

Equipment Restrictions:      None

Round Count:      Limited - 10

Procedure:

Shooter will engage each Tack Driver target with 1 shot each from a shooting position of their choice. Shots impacting the inner ring are awarded 10 points and shots impacting the outer ring are awarded 5 points. Any shot that touches the line separating the scoring rings will be awarded the LOWER value.

Attach Tack Driver Target Here

Stage 4                      Know Your Limits                      Location:                      100 Yard Bay

Distance:                      100 Yards                      Target:                      4 Dots

Time Limit:                      120 Seconds                      Points:                      100

Equipment Restrictions:                      None

Round Count:                      Limited - 4

Procedure:

Shooter may engage each of the four dot targets with 1 shot each from any shooting position. Shooter must engage in order of largest to smallest target and the bullet impact must break the outer edge of target to score. Targets will be the following size: 2 inch, 1.25 inch, 0.75 inch, and 0.50 inch. Shooter gains 25 points for each target successfully hit up to a maximum of 100 points. All points that are gained will be lost upon the first miss.



Stage 5                      Positional                      Location:                      100/200 Bay

Distance:                      200 Yards                      Target:                      Dirty Bird 12"

Time Limit:                      300 Seconds                      Points:                      200

Equipment Restrictions:                      Sling ONLY – no bags, etc.

Round Count:                      Limited - 20

Procedure:

Shooter will have a single 12" Dirty Bird bullseye target in which to fire a total of 20 rounds from the standard 4 shooting positions. Shooter will fire 5 shots standing, 5 shots kneeling, 5 shots sitting, and 5 shots prone. No additional equipment is allowed except for a rifle sling, but the sling may be used for all positions. Shots will be scored by the value of the rings on the target: 10, 9, and 8 with the maximum possible score of 200.



Stage 6            Close Range            Location:            100/200 Bay

Distance:        15-100 Yards            Target:            3 IDPA / 4 Steel

Time Limit:    180 Seconds            Points:            150 Max

Equipment Restrictions:    None

Round Count:        15 minimum – 27 maximum

Procedure:

Shooter will begin with loaded rifle at low ready. Shooter will engage the 15, 25, and 35 yard cardboard IDPA targets with 1 shot each. 15 and 25 yard targets will be partially obscured by no-shoot targets. The 35 yard target will be fully exposed. The bullet must impact the "0" zone or the head of the target to be awarded 10 points. All other hits on target will carry no value. A hit on the no-shoot target will incur a -20 point penalty. After engaging the cardboard targets, the shooter will advance to the first of 3 marked shooting positions. The shooter will engage the 4 steel targets from each marked position with a maximum of 2 shots each. Each steel target is carries a value of 10 points. A clean run will require 15 rounds.

Stage 7      Scrambler      Location:      Shotgun Stand

Distance:      100-300 Yards      Target:      14 Steel

Time Limit:      60 sec per station      Points:      140 Max

Equipment Restrictions:      None

Round Count:      14 maximum

### Procedure:

This field course is similar to the Steel Safari. The shooter will be led on a marked course with designated firing positions. At the firing position, the targets that must be engaged from that position (1-3 targets depending on position) will be pointed out by the Range Officer. After the shooter confirms identification of the designated targets, the shooter will have 60 seconds to range and engage each target with 1 shot. Upon completion of firing at each position, the shooter and RO will move to the next position and continue until the course is completed.

Shooter may fire 1 shot per target ONLY. RO will call hits and 10 points will be awarded for each target that is hit.

12" Round steel



42" Static Popper



Stage 8                      Unknown Distance                      Location:                      Pond Platform

Distance:                      TBA end of match                      Target:                      5 steel

Time Limit:                      300 Seconds                      Points:                      200 Max

Equipment Restrictions:                      NO Rangefinders

Round Count:                      5 minimum – 10 maximum

Procedure:

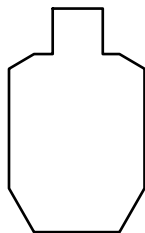
Shooter will be positioned on the platform and the 5 unknown distance steel targets will be pointed out by the RO. The shooter will have 5 minutes to range and engage each steel target. The only range finding accessory that may be used is the reticle of their riflescope. No LRF or secondary system may be utilized. First round hits on steel carry a 40 point value, second round hits carry a 20 point value. MAXIMUM value per target is 40 with a stage total of 200.

Target dimensions:

Height = 20"

Width = 12"

Head = 4" x 4"





Stage 9            PRS Tank Trap            Location:            Pond Right

Distance:        350 Yards            Target:            1 steel

Time Limit:    120 Seconds            Points:            80

Equipment Restrictions:    ONE shooting bag ONLY

Round Count:                    8 maximum

### Procedure:

Shooter will start standing behind the “Tank Trap” with rifle at port arms. Rifle will have the bolt or action to the rear with a magazine inserted and locked in place. The shooter will have 120 seconds to engage a single 11.5” square steel plate with 2 rounds from each of 4 marked positions. The positions will be marked on the tank trap and the rifle or shooting bag must be in contact with the marker. This is a cumulative point stage and the shooter will be awarded 10 points for every hit on the steel. The maximum points that can be awarded is 80.

11.5” Square



Stage 10      Known Distance      Location:      1000 Yd Line

Distance:      600-1000      Target:      7 steel

Time Limit:      10 seconds per shot      Points:      180

Equipment Restrictions:      None

Round Count:      5 minimum – 10 maximum

### Procedure:

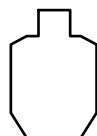
Shooter will be positioned at the 1000 yard line. The targets will be identified by the Range Officers and each shooter will confirm. Upon declaring “ready”, the shooter will have 10 seconds to fire their shot upon the command of “send it” from the RO/spotter. The shooter will engage each yard line target in a progressive manner (600, 700, 800, 900, and 1000). Shooter will engage all targets before the next shooter begins. 20 awarded for a 1<sup>st</sup> shot hit and 10 points for a 2<sup>nd</sup>. 20 pts max per target.

Bonus: There will be a bonus target at 600 and 1000 yards. If the shooter declares the bonus target to replace their 600 or 1000 target, they can only engage the bonus and cannot go back to the lesser point target. Bonus targets are valued at 40 points for a 1<sup>st</sup> shot hit and 20 points for a 2<sup>nd</sup> shot hit.

600, 700, 800 Target – 2/3 IPSC



900 – Full size IPSC

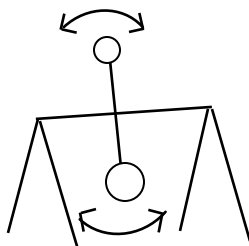


1000 – Full E-type

Stage 11	The Spinner	Location:	1k Yard Range
Distance:	200 Yards	Target:	MGM Spinner
Time Limit:	90 seconds	Points:	100
Equipment Restrictions:	None		
Round Count:	Unlimited		

#### Procedure:

Shooter will begin prairie dog ready (loaded rifle on target ready to fire) at position 1. Upon start signal, the shooter will engage the MGM spinner target with up to 5 rounds in an attempt to make the target flip over. IF the shooter makes the target flip over in the allowed 5 shots, then the shooter is finished. IF the shooter has not flipped the target in the 5 rounds, the shooter will move to position 2 and may then fire another 5 rounds in an attempt to flip the target over. The shooter will continue to change positions every 5 shots until the target is flipped, or the shooter runs out of time.



Stage 12	Jungle Run	Location:	500 yd East
Distance:	10 – 500 yards	Target:	12 pistol/4 rifle
Time Limit:	Pistol – 120 / Rifle 120	Points:	160

Equipment Restrictions: None

Round Count: 12 pistol minimum  
8 rifle maximum

## Procedure:

### Pistol –

Shooter will begin with loaded pistol in holster and rifle slung or carried in case/pack in condition 3 (empty chamber with loaded magazine in place). Upon start signal, the shooter will proceed down the path and engage knock down pistol steel with their handgun. Steel MUST FALL to score. Time stops upon last shot fired with the handgun. Shooter will unload and holster an empty hand gun and proceed to the rifle shooting position.

### Rifle –

The shooter will be shown the rifle firing area and the targets. Shooter will engage the 4 progressively smaller steel plates starting from largest to smallest. Sequential hits from large to small allow the shooter to change direction after hitting the smallest plate. If the shooter misses a plate in the order, they must start over at the largest plate.

## Scoring:

Pistol scoring will be time plus. The fastest rung with all targets neutralized will earn 80 points. All other shooters will be awarded points on a scale with 100% = 80, 99% = 79.2, 98% = 78.4, etc....

Rifle will be awarded a value based on how far they progressed. Advance through plate 4 = 40 points, advance through plate 5 = 50 points, advance through plate 7 = 70 points, etc.....