

Shooter Name: \_\_\_\_\_

**Circle** Targets Hit      ~~Slash~~ Targets Missed

**Stage 1: Climbing the Corporate Ladder**

10 rounds      120 seconds      10 points per hit

1    2 / 3    4 / 5    6 / 7    8 / 9    10    Total \_\_\_\_\_/100

**Stage 2: Right Turn, Left Turn, Wrong Turn**

10 rounds      60 seconds      10 points per hit

1    2    3    4    5 / 6    7    8    9    10    Total \_\_\_\_\_/100

**Stage 3: Wheel of Miss-Fortune**

10 rounds      120 seconds      10 points per hit

1    2    3    4    5    6    7    8    9    10    Total \_\_\_\_\_/100

**Stage 4: Barrel of Fun**

9 rounds      120 seconds      10 points per hit

1    2    3 / 4    5    6 / 7    8    9    Total \_\_\_\_\_/90

**Stage 5: Are You Chicken?**

10 rounds      90 seconds

3    6    9    12    15    18    21    21    21    21    Total \_\_\_\_\_

3    6    9    12    15    18    21    21    21    21    Total \_\_\_\_\_

3    6    9    12    15    18    21    21    21    21    Total \_\_\_\_\_

Total \_\_\_\_\_/147

Grand Total \_\_\_\_\_ / 537

Safety First!

All guns will remain unloaded with the action open until the range officer tells you to set up for the stage.

When moving between positions, bolt actions shall remain open and semi-auto shooters shall place the gun on safe and announce it before moving.

### **Stage 1: Climbing the Corporate Ladder**

10 Rounds                  120 Seconds                  10 points per hit

Shooter will start standing with their rifle balanced on the lowest rung of the ladder. Upon the start, the shooter will engage the 50 and 75 yard targets with one round each, starting with the closer target. Then the shooter will move up one rung and repeat. This will continue until the shooter has fired all 10 rounds or time has expired. If a shooter reaches a point where the next rung is too high for them, they will continue by moving back down the rungs.

Shooter may use bipod and/or one bag, not larger than a volleyball.

### **Stage 2: Right Turn, Left Turn, Wrong Turn**

10 Rounds                  60 Seconds                  10 points per hit

Shooter will start seated behind the bucket, hands on the bucket, with their rifle balanced on the bucket. Upon the start, the shooter will engage the 50 yard target with 5 rounds from their strong side. Then the shooter will transition to their weak side (weak eye and weak trigger finger) and engage the 50 yard target with 5 rounds.

Shooter may use bipod and/or one bag, not larger than a volleyball.

### **Stage 3: Wheel of Miss-Fortune**

10 Rounds                  120 Seconds                  10 points per break / hit

Shooter will start standing with their rifle in a ready position. Upon the start, the shooter will engage the wheel of 4 clay pigeons from the offhand position. The shooter will use as many rounds as necessary to break the pigeons. A visible piece

of the pigeon must fall to be consider broken. The shooter will earn 10 points per break. Once all the pigeons are broken, the shooter will transition to the wagon wheel and use all remaining rounds to engage the 50 yard target, earning 10 points per hit. After each HIT, the shooter must change positions on the wheel.

Shooter may use bipod and/or one bag, not larger than a volleyball.

#### **Stage 4: A Barrel of Fun**

10 Rounds            120 Seconds            10 points per hit

Shooter will start standing behind the horizontal barrel, with their rifle in hand. Upon the start, the shooter will transition to the barrel and engage the 50 yard target with three rounds. Next, the shooter will transition to the upright barrel and engage the 75 yard target with 3 rounds. Finally, the shooter will transition to the lengthwise barrel and engage the 100 yard target with 3 rounds.

Shooter may use bipod and/or one bag, not larger than a volleyball.

#### **Stage 5: Are You Chicken?**

10 Rounds            90 Seconds

Shooter will start standing behind the bench with their hands on their head and their rifle on the bench. Upon the start, the shooter will engage the gong set from largest to smallest, accruing more points for each consecutive target (3, 6, 9, etc). If a shooter consecutively hits all 7 gongs, they may continue to engage the smallest gong and accrue 21 points per additional consecutive hit. *However, if a shooter misses, they lose all accrued points.* A shooter may “bank” their accrued points at any time by running to the barrel and shaking the rubber chicken over their head. After which, they may continue shooting but must start over with the largest gong and its associated point value. A shooter may “bank” points as many times as they wish.

Shooter may use bipod OR one bag, not larger than a volleyball to support the front of the rifle only.