

Safety First!

All guns will remain unloaded with the action open until the range officer tells you to set up for the stage. All starting position will be with the magazine loaded and inserted, and the bolt open.

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

Shooters over 60 years of age will be allowed an additional 10 seconds per position change required after the first shooting position.

Stage 1: A Barrel Of Fun

9 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 horizontal 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 2: Set It Up To Knock 'em Down

10 Rounds 120 Seconds 10 points per hit

Shooter will start in the standing position behind the wheelbarrow with their rifle on the bench. Upon the start, the shooter will position the wheelbarrow to their liking, retrieve their rifle and, using any support position on the wheelbarrow, engage the 50 yard target with 5 rounds strong side and 5 round weak side.

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

Stage 3: Roll Your Fate

9 Rounds 150 Seconds 10 points per hit

Shooter will start at the dice with their rifle ready in the prone position (muzzle must stay in front of the line). Upon the start, the shooter will roll the dice to

determine what three targets they must shoot. Shooter will transition to their rifle and engage each of those targets with one round each from nearest to farthest. Shooter will repeat rolling the dice and engaging the targets until all 9 rounds are fired or time has expired.

Shooters unable to use the prone position may shoot this stage from the bench.

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

Stage 4: 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 use any position on the wheel to engage the 100, 75, and 50 yard targets with two round each. After which, the shooter will transition to the off-hand position and engage the clay pigeons with the remaining 4 rounds and available time. A visible piece of the pigeon must fall to be consider broken. The shooter will earn 10 points per break

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 rifle.