

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

Circle Targets Hit      ~~Slash~~ Targets Missed

**Stage 1: Tank Trap**

9 rounds                  90 seconds                  10 points per hit

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

**Stage 2: Climbing the Corporate Ladder**

10 rounds                  150 seconds                  10 points per hit

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

**Stage 3: Roll Your Fate**

9 rounds                  150 seconds                  10 points per hit

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

**Stage 4: Hay There**

10 rounds                  120 seconds                  10 points per hit

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

**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 \_\_\_\_\_

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

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

Grand Total \_\_\_\_\_ / 527

## 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 positions 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: Tank Trap**

9 Rounds                      90 Seconds                      10 points per hit

Shooter will start standing with their rifle in the ready position. Upon the start, the shooter will engage the 75 yard target with three rounds from any position on the tank trap. Next the shooter will transition to a new support positions on the tank trap and re-engage the 75 yard target with three rounds. Finally the shooter will transition to a third support position on the tank trap and re-engage the 75 yard target with their final three rounds. A shooter may not repeat a position.

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

### **Stage 2: Climbing the Corporate Ladder**

10 Rounds                      150 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 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. Upon the start, the shooter will roll the dice to determine what three targets they must engage. 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: Hay There**

10 Rounds                      120 Seconds                      10 points per break / hit

Shooter will start standing with their rifle resting on top of the lower left hay bale. Upon the start, the shooter will engage the 50 yard target with three rounds from the lower left hay bale. Next the shooter will transition to the top center hay bale and engage the 75 yard target with 4 rounds. Finally the shooter will transition to the lower right hay bale and engage the 100 yard target with three rounds. One position, of the shooters choice, must be shoot weak side.

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.