

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

Circle Targets Hit      ~~Slash~~ Targets Missed

**Stage 1: Barrel of Fun**

9 rounds                  120 seconds                  10 points per hit

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

**Stage 2: Stack Them Up, But Don't Knock Them Down**

10 rounds                  150 seconds                  10 points per hit

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

**Stage 3: Rope Jumper**

9 rounds                  90 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: 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: Stack Them Up, But Don't Knock Them Down**

10 Rounds                      150 Seconds                      10 points per hit

Shooter will start standing, with their rifle on the bench. Upon the start, the shooter will retrieve their rifle and engage the 75 yard target with one round from the top of the log. After which, they will place their rifle on the bench and stack a second log on the first. Once stacked, the shooter will retrieve their rifle and, using the top log for support, engage the 75 yard target with 2 rounds. The shooter will continue in this manner until they have fired all 10 shots or time has expired. The number of rounds fired at each position will match the number of logs on the stack.

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

### **Stage 3: Rope Jumper**

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 use the top rope for support and engage the 50 yard target with three rounds. Next the shooter will transition to the middle rope and engage the 50 yard target with three additional rounds. Finally, the shooter will transition to the bottom rope and engage the 50 yard target with three final rounds. No part of the shooter or the rifle may touch the support post while firing

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.