

**All impacts are 1 point each. 80 points possible. 80 rounds max.**

**Stage 1 – Big & Little**

**365, 626, 728, 800**

**1 & 2 MOA gongs (8 rounds max) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal shooter will drop to prone position and engage targets with 1 round each. Hit or Miss. Target order (near to far) – (large then small)

**Stage 2 - Tank Trap Troop Line**

**482, 529, 627, 752, 806**

**Full size man (10 rounds max) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal shooter will mount rifle on the tank trap and engage targets (1-2-3) with two rounds each right to left then move into prone position and engage targets (4&5) with two rounds each near to far (R-L).

**Stage 3 - Wind Chimes**

**TYL plate rack at 650 yards**

**12" 10" 8" 6" 4" gongs (10 rounds max) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal shooter will drop to prone position and engage targets left to right. Hit or miss, shooter will move on. Once the shooter reaches the last target, the shooter will re-engage from the left target. Shooter will engage two cycles of the plate rack.

**Stage 4 - Coyote Hunt**

**504, 540, 675**

**Coyotes (9 rounds max) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal shooter will engage near coyote (howling) with 3 rounds from designated position (rear of Jeep). Shooter will then move positions (hood of Jeep) and engage (running) coyotes with 3 rounds each near to far.

**Stage 5 – Hold Over Troop Line**

**506, 542, 593, 653, 768**

**¾ man (10 rounds max) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal shooter will drop into the prone position and engage the targets near to far with 2 rounds each using hold overs only. Okay to dial for first target. No adjustment of the scope is allowed after the beginning of the stage.

**Stage 6 – Bonus Shot**

**335, 405, 504, 535 Bonus (628) (8 rounds max)**

**4", 6", 8", 10" gongs Bonus (3/4 man) Time 2:00**

Start standing, port arms, mag in bolt back. Upon start signal, shooter will drop into the prone position and engage the targets near to far with a max 2 rounds each. If each target has been successfully impacted, shooter may engage the Bonus target 628-yard ¾ man with remaining rounds. Bonus target impacts receive (1 point/impact)

**Stage 7 - Tires**

**500 (9 rounds max) Time 2:00**

**12" gong at 514 yards**

Start standing, port arms, mag in bolt back. Engage target with 3 rounds each from each of the 3 tires.

**Stage 8 – Dog Town**

**8 Prairie Dogs at 340 yards (8 rounds max) Time 1:00**

Shooters will stage rifle with mag in and bolt back. Shooter will start standing 10 yards behind rifle. Upon start signal shooter will have 60 seconds to run up, mount rifle and engage targets left to right, hit or miss, one impact per target. Stage time will be used as tie-breaker.

**Stage 9 - Long Range**

**824, 921, 1042, 1210 Yards (8 rounds max) Time 2:00**

18" diamond, 18" gong, Full Size Man, Buffalo

Start standing, port arms, mag in bolt back. Upon start signal shooter will engage each target near to far with 2 rounds each.