

1. Sniper's Dilemma

No image

CoF	Time-Plus - Short	Points	100 p
Targets	3 popper, 7 plates, Total 10 targets	Min rounds	10
Firearm	Rifle	Match-%	50.00%

Procedure	Shooter will start with 10 rounds maximum in rifle, reloads as required. All targets require one hit or knock down to neutralize. All shots are behind fault line, any shooting position. Scoring is time plus penalties.
Starting position	Rifle loaded with 10 rounds max at start, spare magazines at capacity, low ready, safety on.
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	5 sec- not neutralized, 10 seconds- unhit target, 15 seconds- unengaged target
Safety angles	all shots are to within barricade limits
Setup notes	

2. Target Rich Environemnt

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CoF	Time-Plus - Medium	Points	100 p
Targets	10 paper, 2 frangible, 4 no-shoot, Total 12 targets	Min rounds	12
Firearm	Rifle	Match-%	50.00%

Procedure	Paper targets are neutralized with one "A" zone hit or two hits anywhere. Clay birds broke or one hole.
Starting position	Rilfe loaded with 12 rounds maximum, spare magazines at capacity, start at low ready safety on
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	Target not neutralized-5 sec,Unhit target- 10 sec, Unengaged target-15 sec, Hit on no shoots-20 sec
Safety angles	L/R- 90 degrees
Setup notes	