

# 1. The roof

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	The shooter will start in the designated area in the rear of position 1. Engage first target (near) with 2 shots. Regardless of hit or miss the shooter will engage target 2 (far). From position 2 repeat with 2 shots near and 2 shots far. From position 3, 2 shots near, 2shots far. Allowed gear: two bags.		
Target-info	1: 486m/ Ø25cm, right side of tank, . 2: 991m/50X50cm, left side.		
Equipment	Two bags		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 2. The 3rd floor

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	The shooter will start in the designated area in the rear of position 1. Engage first target (near) with 2 shots. Regardless of hit or miss the shooter will move to position 2 and engage the far target with 2 shots. Hit or miss, from position 3, 4 and 5, one shot near, one shot far, move. Allowed gear: two bags.		
Target-info	1: 427m/20X20cm, black rock. 2: 991m/50X50cm, right side.		
Equipment	Two bags		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

### 3. Container

No image

Scoring	Points	Par-time	90.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	The shooter will start in the designated area in the rear of position 1. Engage target with 2 shots, move to secondary position and engage target with two shots. Repeat. Prone shooting position.		
Target-info	461m/15X15cm, left side of tank.		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 4. The MF upstairs

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	From position 1, 2 shots on near target, 2 shots on far target. From position 2 repeat 2 shots near/far. Up the stairs, from position 3, two shots near, 2 shots far.		
Target-info	1: 180m/10X10cm 2:443m/Ø25cm, right low side, red markings in the terrain.		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 5. S5: Målveksling

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, the shooter will engage near target from lowest position on barricade, shooter must hit target with 2 shots before moving to far target from prone position. To move back to lowest position and near target, shooter must hit with 2 shots etc. 2 hits to move per target, per position.		
Target-info	1: 696m 2: 946m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 6. S6: Tripp trapp barrikade

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	The shooter will start in the designated area behind the barricade. On fire command, engage the target with 3 shots from each marked position.		
Target-info	577m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 7. S7: With a twist

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	Shoot from right to left, near targets first, hit to move. If any shots left after hit on last target, repeat on last target.		
Target-info	Right target group: 295m, left target group: 382m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 8. S8: Skill stage 1

No image

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	On fire command, shooter moves forward to his rifle and engage targets from left to right with one shot each, hit to move. When 3rd target is his, repeat the shooting from right to left. Tiebraker stage.		
Target-info	1: 310m, 2: 307m, 3: 300m.		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			



9. S9: Near to far

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command the shooter engage target 1 with 2 shots, hit or miss. Then engange target 2 with two shots, hit or miss. Back to target 1 and repeat two more time.		
Target-info	1: 310m 2: 735m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 10. S10: Rock & Ditch

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage target from first rock with 4 shots, then move to marked ditch and engage target with 4 shots, then move to second rock and engage target with 4 shots. 22 meters difference from position 1 to 3, target distance measured at position 2. Position 2: forward rifle support must be within marked area.		
Target-info	526m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 11. S11: Skill stage 4

No image

Scoring	Points	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	The shooter will start 9m behind firing line, on fire command the shooter will run up to the firing line and engage target 1, hit to move to target two, hit to move to target 3. When all targets are hit 1 time, remove magazine from weapon and move back to starting position to pick up second magazine and return to the firing line and engage the target in the same order as previous, but from weak side.		
Target-info	1: 353m, 2: 455m, 3: 553m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 12. S12: The Rock

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, the shooter will engage target from position 1 with 4 shots, then move to position 2 and engage with 4 shots, and finally move to position 3 (standalone rock) and engage with 4 shots. Changing position must be done in front of the rock, remember safety angels.		
Target-info	535m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 13. S13: The poles

No image

Scoring	Points	Par-time	90.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	4 shots from each of the 3 marked positions. Can be shot in any order, but all 3 positions must be used. Gear: 2 bags allowed.		
Target-info	739m		
Equipment	2 bags		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

# 14. S14: Way out there

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage near target with 2 shots, hit or miss. Then engage far target with 4 shots, hit or miss. Back to near target and shoot 2 shoots, hit or miss, then engage far target with 4 shots.		
Target-info	1: 808m, 2: 1200m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 15. S15: Holdover

**No image**

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage far target with 2 shots, hit or miss. Then engage near target with 2 shots. Move back to far target, engage with 2 shots, move near target and engage with 2 shots, etc. No elevation and windage adjustment on turrets allowed.		
Target-info	1: 808m, 2: 519m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

## 16. S16: Troop line

No image

Scoring	Points	Par-time	150.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	On fire command, engage target 1 with 1 shot, hit or miss. Then engage target 2 with 1 shot, then engage target 3 with 1 shot, then target 4 with 1 shot. Repeat two more times.		
Target-info	1: 319m, 2: 519m, 3: 706m, 4: 808m		
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			