

1. Swetty bell

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See matchbook		
Target-info	KYL@540m (35,30,25,20,15cm)		
Equipment	-		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

2. Barrels to prone

No image

Scoring	Points	Par-time	180.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See matchbook		
Target-info	KYL@540m (40,35,30,20,15 cm)		
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

3. Skill one

No image

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	6 pts & 10 rounds	Par-time factor	-
CoF	PRS Skills Stage will consist of three targets, placed at a distance of 300m and will have a spacing of 25m between targets 1 and 2, and 50m of spacing between targets 2 and 3. Start position is 10m behind the shooter's box on level terrain with the rifle staged on the firing line. At "ILD"!! the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.		
Target-info	3stk 25x25cm @ 300m		
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

4. Tank Trap

No image

Scoring	Points	Par-time	120.00 sec
Info	9 pts & 9 rounds	Par-time factor	-
CoF	See Matchbook		
Target-info	Target: 25x25cm @ 300m (skill1 steel)		
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

5. How many levels?

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See Matchbook		
Target-info			
Equipment	Run what you brung		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

6. Crates

No image

Scoring	Points	Par-time	180.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	Start position is standing all equipment in hand. Upon start signal engage the 420m target big/small and 540m target big/smal with 1 rounds each from the first Crate. Near to far. Repeat adding one crate at a time. Hit or miss, you move on.		
Target-info			
Equipment	Run what you brung		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

7. Notch

No image

Scoring	Points	Par-time	90.00 sec
Info	9 pts & 9 rounds	Par-time factor	-
CoF	Start position is standing all equipment in hand. Upon start signal engage targets with 3 rounds big, small, big from each marked position. Hit or miss, you move on.		
Target-info	Target: 35&25THLR@420m		
Equipment	Run what you brung		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

8. X

No image

Scoring	Points	Par-time	120.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	Start position is standing all equipment in hand. Upon start signal engage the target from within the marked positions on the barricade with 2 rounds big/small. Hit or miss you move one.		
Target-info	35&25THLR@420m		
Equipment	Run what you brung		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

9. The hunt

No image

Scoring	Points	Par-time	180.00 sec
Info	12 pts & 12 rounds	Par-time factor	-
CoF	Start position is standing all equipment in hand. Upon start signal Engage all the targets from the marked positions with 1 round. Move position and repeat. Hit or miss you move on.		
Target-info	Targets: Orrfugl@340m, Tiur@420m, Rev@540m		
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

10. The hunt is still on

No image

Scoring	Points	Par-time	120.00 sec
Info	8 pts & 8 rounds	Par-time factor	-
CoF			
Target-info			
Equipment			
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

15. Skill one #2

No image

Scoring	Points & tie-breaker time	Par-time	90.00 sec
Info	6 pts & 6 rounds	Par-time factor	-
CoF	PRS Skills Stage will consist of three targets, placed at a distance of 300m and will have a spacing of 25m between targets 1 and 2, and 50m of spacing between targets 2 and 3. Start position is 10m behind the shooter's box on level terrain with the rifle staged on the firing line. At "ILD"!! the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.		
Target-info	3stk 25x25cm @ 300m		
Equipment	Run what you brung		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

16. How many levels? #2

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See Matchbook		
Target-info			
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

17. Barrels to prone #2

No image

Scoring	Points	Par-time	180.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See matchbook		
Target-info	KYL@540m (40,35,30,20,15 cm)		
Equipment	Run what you bring		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			

18. Swetty bell #2

No image

Scoring	Points	Par-time	120.00 sec
Info	10 pts & 10 rounds	Par-time factor	-
CoF	See matchbook		
Target-info	KYL@540m (35,30,25,20,15cm)		
Equipment	-		
Penalties	As per current edition of rules		
Safety	L/R		
Setup			