

1. Figges Stump

No image

| Scoring | Points | Par-time | 100.00 sec |
|-------------|---|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.05 pts/sec |
| CoF | Rifle ready condition 1 & 4. Start standing 1m behind the Figges stump. 3 points / stubbe, free order of positions. Target sequence: Left target group, R30, R25, R20 from each stubbe. 4 stumps. Hit to move | | |
| Target-info | Left target group: R30, R25, R20 | | |
| Equipment | | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | Hit To Move | | |

2. Prone

No image

| Scoring | Points | Par-time | 100.00 sec |
|-------------|---|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.06 pts/sec |
| CoF | Rifle ready condition: 3 & 5. Start: Prone in lane #10 with rifle placed in lane #12. On signal, move to lane #12 and engage targets from prone position. When all targets are hit, transition to lane #10 and repeat the target sequence. Target sequence: Target group #3: R30, R25, R20. + Target group #4: R30, R25, R20. Hit To Move | | |
| Target-info | Target group #3: R30, R25, R20. + Target group #4: R30, R25, R20. | | |
| Equipment | No magazine may hold more than 10 rounds. | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | Hit To Move | | |

3. Trench

No image

| Scoring | Points | Par-time | 100.00 sec |
|-------------|---|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.06 pts/sec |
| CoF | Rifle ready condition 1 & 4. Start in the marked area. On signal, engage all targets, right to left in TG #5 & TG #6 from the right trench. When all targets are hit, transition to the left trench and engage all targets, left to right, in TG #5 & TG#6. Hit To Move | | |
| Target-info | Target group #5: R25, R25, R25. Target group #6: R30, R30, R30 | | |
| Equipment | | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | | | |

4. Barricade

No image

| Scoring | Points | Par-time | 100.00 sec |
|-------------|---|-----------------|--------------|
| Info | 10 pts & 20 rounds | Par-time factor | 0.05 pts/sec |
| CoF | Rifle ready condition: 1 & 4. Start 1m behind barricade. On signal, engage the middle targets i TG #1 & TG #2, left to right, from each position. Position sequence: 1, 2, 3, 4, 5. Max 2p from each position. Hit to Move | | |
| Target-info | TG#1: R25 + TG #2: R25 | | |
| Equipment | | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | Hit To Move | | |

5. ASAP

No image

| Scoring | Points & tie-breaker time | Par-time | 100.00 sec |
|-------------|--|-----------------|--------------|
| Info | 6 pts & 20 rounds | Par-time factor | 0.04 pts/sec |
| CoF | Rifle ready condition: SA-1, BA-4. Start in prone position, "eyes on target", ready to engage. On signal engage all targets in TG#3 & TG#4, left to right. Hit To Move | | |
| Target-info | TG#3: R30, R25, R20. TG#4: R30, R25, R20. | | |
| Equipment | | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | Hit To Move | | |

6. Tank Trap

No image

| Scoring | Points | Par-time | 100.00 sec |
|-------------|---|-----------------|--------------|
| Info | 12 pts & 20 rounds | Par-time factor | 0.09 pts/sec |
| CoF | Rifle ready condition: SA-1, BA-4. Start in marked area. On signal, engage targets in target group #5 & #6 as stated below. Any part of the tank trap may be used as support. Target sequence: TG#5: LT, TG#6: LT, MT, RT. TG#5: MT. TG#6: LT, MT, RT. TG#5: RT TG#6: LT, MT, RT. Hit To Move TG#5 = Target Group #5 TG#6 = Target Group #6 LT = Left Target MT = Middle Target RT = Right target | | |
| Target-info | TG#5: R25, R25, R25. TG#6: R30, R30, R30 | | |
| Equipment | | | |
| Penalties | As per current edition of rules | | |
| Safety | TBA | | |
| Setup | Hit To Move | | |