

1. A Room With A View

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Scoring	Points	Par-time	100.00 sec
Info	8 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	Rifle ready condition 1 & 4. Start standing 1m behind the the left window. On signal, engage targets R30+R25 in TG#1 from the left window. When the targets are hit, move to the right window and engage targets R30+R25 in TG#2. When targets are hit, repeat sequence from the the start. Target sequence: TG #1: R30, R25, from leftf window. TG #2: R30+R35 from the right window. Hit to move		
Target-info	TG #1: R30, R25 TG# 2: R30+R25		
Equipment	-		
Penalties	As per current edition of rules		
Safety	TBA		
Setup	Hit to move		

2. Shoot n scoot

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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. Magazine starts in pouch or pocket. Start: Prone in lane #14. On signal, engage targets in TG #3, left to right, from prone position. When all targets are hit, transition to lane #16 and engage targets in TG #4, left to right, when all targets are hit, repeat sequence from start. 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	Max 10 rds / magazine		
Penalties	As per current edition of rules		
Safety	TBA		
Setup	Hit To Move		

3. Leg It!!

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Scoring	Points	Par-time	100.00 sec
Info	6 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	Rifle ready condition 1 & 4. Start in area 23. On signal, engage left + middle target in TG #5, left to right, from area 23. When targets are hit, transition to area 25 and engage 1 target (free of choice) in TG #6, when target is hit, engage all targets, left to right in TG #5 from area 26.		
Target-info	TG #5: R25, R25, R25. TG #6: SQ30, SQ30, SQ30.		
Equipment			
Penalties	As per current edition of rules		
Safety	TBA		
Setup	Hit To Move		

4. Coffey break is over

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Scoring	Points	Par-time	100.00 sec
Info	8 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	Rifle ready condition: 3 & 5. Start at top of the ramp, muzzle up, magazine in mag pouch or garment pocket. On signal, move to barricade with muzzle up. Engage the middle targets i TG #1 & TG #2, left to right, from each marked position. Position sequence: 1, 2, 3, 4. Max 2p from each position.		
Target-info	TG#1: R25 + TG #2: R25		
Equipment			
Penalties	As per current edition of rules		
Safety	TBA		
Setup	Hit To Move		

5. Don't Suck

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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. When sight picture is established the external safety may be disengaged / (BA) bolt closed. On signal, engage all targets in TG#3 & TG#4, left to right.		
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. Light Em Up

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Scoring	Points	Par-time	100.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.07 pts/sec
CoF	Rifle ready condition: SA-1, BA-4. Start in lane 26, 1m behind the table. On signal, engage targets in target group #5 & #6 as stated below. The table top must be used as the rifles primary 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		