

1. Farmers Market

K318i
ULTRALIGHT PROCOMP LOCK
3.5-16x45
1-800-568-6646



Scoring	Points	Par-time	90.00 sec
Info	8 pts & 20 rounds	Par-time factor	0.10 pts/sec

CoF	On signal, from the stone, engage the targets with one hit each. Transition to the "rake" and from the rake, re-engage the targets with one hit each.		
Target-info	- T 1: 2x30cm, Distance: 295m. T 2: 2x30cm, Distance: 300m.		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Red house. R: Stone pile to the right.		
Setup	RRC 1, Start 1m behind stone. Positions: Stone, Rake. Map: https://maps.app.goo.gl/RC8CD1fuKn564SnA8		

2. Stones



Scoring Info	Points	Par-time	90.00 sec
	6 pts & 20 rounds	Par-time factor	0.04 pts/sec
CoF	On signal, engage both targets from each position, with one hit each, left to right.		
Target-info	- T3: Metric Target. Distance: 573m. T4: Metric Target. Distance: 570m.		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Red House. R: Large pine with ATA-tape.		
Setup	RRC 1. Start 3m behind stones. Positions: Stone, Prone, Stone. Map: https://maps.app.goo.gl/3nzJzuopQ7aLoh6j7		

3. Snipers Hide



Scoring Info	Points	Par-time	120.00 sec
	8 pts & 20 rounds	Par-time factor	0.02 pts/sec
CoF	On signal, from top of the hide, engage the targets with one hit each. Get into the hide and preform assigned task. Repeat for a total of three revolutions. After completing the third task, engage the targets from inside the hide with one hit each. Before re-engaging the targets, each preformed task must be approved by the RO by stating "OK"!		
Target-info	- T5: R50cm. Distance: 492m. T6: R50cm. Distance: 535m.		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Extension of the left trail. R: The most left edge of the road to the right.		
Setup	RRC 1. Start: Standing 1m behind SH. Positions: On top of, and inside SH. Map: https://maps.app.goo.gl/bMChRKbjbv2r9p2B6		

4. Logistics

NEW K540i
THE GRAVE CHARGER 40X
5.4300X



Scoring	Points	Par-time	120.00 sec
Info	9 pts & 20 rounds	Par-time factor	0.07 pts/sec
CoF	On signal, move to the stones and from one of the stones, engage the targets, left to right with one hit each. Collect the "ammoboxes" and re-engage the targets from the previous stone. Transition to one of the other stones and re-engage the targets one again with one hit each.		
Target-info	- T7: 3 x R50cm. Distance: 476m.		
Equipment	All gear on person throughout the COF		
Penalties	As per current edition of rules		
Safety	L: Large pine to the left. R: Most left edge of the road to the left.		
Setup	RRC 2. Start on the road at mark. Positions: 3 designated stones. Map: https://maps.app.goo.gl/kzZN2LrEnfCtUpsJ8		

5. Barricade



Scoring	Points & tie-breaker time	Par-time	100.00 sec
Info	10 pts & 20 rounds	Par-time factor	0.09 pts/sec
CoF	On signal, engage the targets, left to right, with one hit from each specified position.		
Target-info	- T8: 2 x R50cm. Distance: 442m.		
Equipment	No magazine used may contain more than 10 rounds.		
Penalties	As per current edition of rules		
Safety	L: Cell Tower. R: Most right green hill.		
Setup	RRC 1. Start 1m behind barricade. Positions: 5, marked positions. Map: https://maps.app.goo.gl/TzYT2P2F8vPegUFH6		

6. Foxhole



Scoring	Points	Par-time	120.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.08 pts/sec
CoF	On signal, from prone position, engage the target groups, left to right with one hit each. Transition to the foxhole and engage the paper-targets with 2 hits each. Re-engage the target groups, left to right, with one hit each.		
Target-info	- Left target group, T9: 2 x 30cm. Distance: 280m. Right target group, T10: 2 x 30cm. Distance: 315m. Paper Targets: 2 x 1/4 FT		
Equipment	No magazine used may contain more than 10 rounds.		
Penalties	As per current edition of rules		
Safety	L: Hunting Tower. H: Large Boulder in the field.		
Setup	RCC 1. Start standing, behind mark. Positiones: Prone, Foxhole. Map: https://maps.app.goo.gl/asyhKfdT3HMRG9Ae9		

7. Dystopia



Scoring	Points	Par-time	120.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.05 pts/sec

CoF	On signal, drag "Woody" to cover. From the back seat, engage the targets right to left with one hit each. Transition to the roof or hood and repeat the target engagement.
Target-info	- Target group Right, T11: 4 x R20cm. Distance: 230m. Target group Left, T12: 2 x R40cm. Distance: 354m.
Equipment	UNL
Penalties	As per current edition of rules
Safety	L: Cell Tower. R: Hunting Tower
Setup	RCC 2, rifle placed in back seat of vehicle. Start at mark, 10m left of vehicle. Positions: Inside back seat of the car and Hood or Rooof. Map: https://maps.app.goo.gl/uBMaipk9V5ciwixq8

8. Down the canal

K3281 DLR
THE CANAL CHASE K328
32-28000



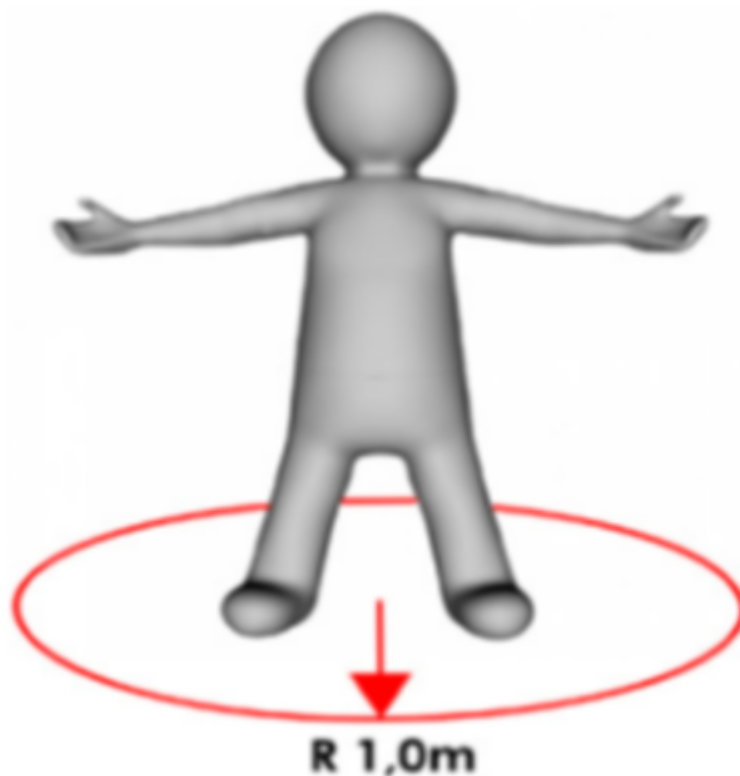
Scoring	Points	Par-time	90.00 sec
Info	12 pts & 20 rounds	Par-time factor	0.10 pts/sec
CoF	On signal, engage the targets close to far according to target sequence 1. Repeat target engagement.		
Target-info	T13: 2 x R25cm, Distance: 264m. Single hit. T14: 1 x R25cm, Distance: 56m. Double hit. T15: 2 x R20cm, Distance: 96m. Single hit. Target sequence 1: T14-T14-T15-T15-T13-T13		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Cell Tower. R: Hunting Tower		
Setup	RRC 1. Start 1m behind stone. Positions: Off-Hand or Stone. Map: https://maps.app.goo.gl/PGyn9W1E7MLdbpZQ9		

9. Stoners Prone



Scoring Info	Points	Par-time	100.00 sec
	6 pts & 20 rounds	Par-time factor	0.05 pts/sec
CoF	On signal, engage the targets with one hit each from all three positions.		
Target-info	- T16: 2 x R40cm. Daistance from stone: 413m.		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Nearest triple birch tree. R: Red barn.		
Setup	RRC 1. Start 1m behind stone. Battle pack 2000 must be worn throughout COF. Positions: Stone, prone, prone. Map: https://maps.app.goo.gl/yCckXcw41ix4NCgT9		

10. Run the Gun



Scoring Info	Points	Par-time	100.00 sec
	9 pts & 20 rounds	Par-time factor	0.09 pts/sec
CoF	On signal, Engage targets in T19 with one hit each, from the market area. Transition to the next position an engage the targets in T18 from the stone pile with one hit each. Transition and engage the targets in T17 from the stone with one hit each.		
Target-info	- T19: 2 x R40cm. Distance: 376m. T18: 3 x Rabbits. Distance: 358m. T17: 4 x Hearts. Distance: 302m.		
Equipment	UNL		
Penalties	As per current edition of rules		
Safety	L: Nearest triple birch tree. R: Red barn / Stick in the mud. Map:		
Setup	RRC 1. Start 1m behind left stone wall. Positions: Stone wall, Stone pile, sstone. Map: https://maps.app.goo.gl/EgC5D5rguq9EzF3m6		