

RULES OF ENGAGEMENT

ALL FIREARMS ARE UNLOADED AT ALL TIMES EXCEPT WHEN ON THE SHOT CLOCK.

- * You will be asked to show a clear rifle AND pistol when entering AND leaving each stage, regardless of whether or not the firearm was used. If you are found with a loaded firearm off the shot clock it will be an instant match disqualification.
- * All weapons will be loaded on the shot clock. How your equipment is affixed when you arrive at the stage is how you will begin the stage (i.e. if your rifle is slung across your back you will draw it from that position after the start of the stage). You may not be prepping/unloading equipment during the stage brief/etc. Safeties must be on when transitioning/moving.
- * Grounding procedures: Safe = safety on when grounded. All rifles must be on safe, pistols with safety must have safety on, striker fire can be dumped as-is. They do not have to be unloaded to be safely dumped.
- * A negligent discharge that occurs while loading, reloading, unloading, while transitioning a long gun off or back to the shoulder, during malfunction and remedial action, clearing a firearm, transferring a firearm between hands, or during movement (except while shooting at legitimate targets) will result in a match DQ. Muzzle ALWAYS pointed in safe direction, whether on or off the clock, loaded or unloaded.
- * Any loaded firearm dropped to the ground will result in a match DQ.

PENALTIES:

PISTOL STEEL FAILURE TO NEUTRALIZE : 10 SECONDS

RIFLE STEEL FAILURE TO NEUTRALIZE ≤ 100 YARDS : 10 SECONDS

RIFLE STEEL FAILURE TO NEUTRALIZE > 100 YARDS : 30 SECONDS

FAILURE TO FULLY ROTATE SPINNER TARGET : 40 SECONDS

PROCEDURAL (I.E. UNSAFE FIREARM DUMPED) : 15 SECONDS

FAILURE TO TRAVERSE SLACKLINE (8K ONLY) : 30 MINUTES ADDED TO RUN TIME

ANY HITS MADE OUTSIDE OF DESIGNATED SHOOTING AREAS/POSITIONS DO NOT COUNT. PAR TIME: 180 SECONDS PER STAGE

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COURSE OF FIRE

ROUND COUNT

3K - 24 Pistol, 26 Rifle

5K - 30 Pistol, 42 Rifle

8K - 46 Pistol, 58 Rifle

5k/8k Stage 1 - 10 Pistol, 10 Rifle - SPONSORED BY MICROTECH KNIVES

On the start signal, shooter enters shooting area behind VTAC. Engages one static pistol target at 20-30 yards through FIVE DIFFERENT port windows, two hits each. Dump safe pistol in dump bucket, unsling/load rifle, and engage rifle target, two hits each at approx 100-120 yards through FIVE DIFFERENT port windows. There will be two rifle targets (same distance, adjacent) to help RO's call hits – you may engage either.

5k/8k Stage 2 - 6 Rifle - SPONSORED BY KAHNTROL SOLUTIONS

On the start signal, shooter will unsling/load rifle, and proceed to first wall. Engage both targets across pond making ONE HIT EACH, approx 100-200 yards. Shooter moves to second shooting area through wall, making ONE HIT EACH on same two targets across pond. Shooter then moves to third shooting area through wall, making ONE HIT EACH on same two targets across pond.

8k - **SLACKLINE OBSTACLE**- 8k runners must traverse slackline or take 30 minute runtime penalty. None of your gear may touch the ground while you are traversing the slack line.

5k/8k Stage 3 - 6 Pistol, 6 Rifle - SPONSORED BY ARROW DYNAMICS

On the start signal, engage steel dueling tree with pistol, flipping six plates. PLATES MUST FULLY FLIP. If plate gets stuck in middle, shooter must flip any other plate to satisfy requirement. A plate that flips and bounces back will count. RO's to make hit calls in that case. Shooter then dumps pistol in bucket, unslings/loads rifle and neutralizes 6 plate rack, offhand standing/kneeling/sitting, at approximately 100-150 yards.

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5k/8k Stage 4, 6 Pistol, 10 Rifle - SPONSORED BY VORTEX OPTICS

On the start signal, shooter enters school bus/shooting platform from the rear. Engage 5 rifle targets from open windows at approximately 200-400 yards, two hits each. Ground safe rifle on bus seat (or table TBD), proceed to front of bus and shoot 6 knock down steel pistol targets from stairs while still inside bus. Pistol may not be made hot until shooter is inside of bus (or has grounded rifle if bus is not used as a prop). Shooter must reset own pistol targets after clearing firearms (part of run time).

3k Stage 1, 5k/8k Stage 5 - 8 Pistol, 10 Rifle - SPONSORED BY THUNDERBEAST ARMS CO.

On the start signal, shooter proceeds under barbed wire crawl to the shooting area. Once crawl is completed, shooter makes pistol hot and engages 8 knock down pistol targets. Targets to the left of the shooting path must be shot left hand only, targets to the right of the shooting path must be shot right hand only. Shooter dumps pistol in dump bucket, and engages plate rack at approx 75-100 yards from atop rock pile. Targets must be engaged from kneeling/sitting position or lower. Shooter must reset own pistol targets after clearing firearms (part of run time).

3k Stage 2, 8k Stage 6 - 6 Pistol, 8 Rifle - SPONSORED BY RISE ARMAMENT

On the start signal, shooter crawls through drain tube. Pistol may be made hot after shooter is fully through tube, pointing in safe direction. From first shooting box, engages pistol plate rack at approx 20 yards. Shooter then dumps safe pistol and proceeds to 3 Gun Board for rifle shooting. Engage four flasher rifle targets approximately 100-200 yards from any position on board, makes one hit each left handed, and then makes one hit each right handed. Does not matter whether shooter shoots left or right handed first.

3k Stage 3, 8k Stage 7 - 10 Pistol, 8 Rifle - SPONSORED BY BLUE COLLAR RELOADING

On the start signal, shooter fully rotates vertical spinner with pistol. Failure to fully rotate spinner incurs 40 second penalty. Shooter dumps safe pistol in dump bucket, and climbs up ladder onto Isuzu Trooper. Shooter then engages four rifle targets at approximately 150-300 yards, two hits each, leaning over roof of truck. Feet must be touching ladder.



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