

Final	Name	Grand Total	Stage 1 (Shoot and Move)	Stage 2 (Table Legs)	Stage 3 (Dog House)	Stage 4 (Port Holes)	Stage 5 (Shoot and Ladder)	Stage 6 (I'm up, he sees me, I'm down)	Stage 7 (Hostage)
1	Geoffrey Tyndall	54	9	6	9	8	11	5	6
2	Anthony Grigorian	50	8	7	7	3	7	9	9
3	Beamer Hodge	44	6	5	4	5	11	5	8
4	John Litzinger	43	9	6	5	4	6	7	6
5	steve goldman	42	9	6	5	3	7	6	6
6	Evin Grant	42	4	8	3	7	6	4	10
7	Evan Berger	37	6	6	3	5	7	5	5
8	Mark Bower	37	8	4	5	3	6	3	8
9	Henry Garay	37	8	6	4	2	4	6	7
10	Nick Brandler	34	5	4	4	2	8	5	6
11	Jerome Hernandez	34	8	3	3	4	6	5	5
12	Jeff Shaffer	34	7	1	5	4	8	9	0
13	Michael Victor	34	7	0	1	4	3	9	10
14	Andy Neff	33	2	6	3	5	4	3	10
15	David Stepanyan	33	7	2	2	7	5	5	5
16	Tony Gonzalez	32	6	1	3	2	5	7	8
17	Ben Arias	30	4	2	4	4	6	4	6
18	Mark Gravitt	28	4	3	2	6	6	1	6
19	Danny Nguyen	27	7	4	1	2	8	1	4
20	Alex Saavedra	27	4	1	3	4	5	4	6
21	Jonathan Packard	24	4	2	3	3	6	6	0
22	Will Vudmaska	16	4	2	2	2	1	4	1
23	Greg Lindlahr	8	3	0	0	0	1	4	0

### Stage 1 Shoot and Move

Round Count: 10

Par time: 120 seconds

Possible points: 10

**Starting Position:** Standing port arms, behind the prop, mag in, with the bolt back.

#### Target:

**Description:** Shooter will shoot on the 5 designated positions and fire 2 shots ( 1 on the big target then 1 on the small target). Hit or miss, the must move to the next position with the bolt open. **WATCH YOUR MUZZLE.**

Shooting order:

Big Tank trap (1) 1 tip, center,

Table, Tank trap2: 1 tip, center

### Stage 2 Table Legs

Round Count: 12

Par time: 120 seconds

Possible points: 12

Targets

1. 595 yards
2. 690 yards (impact area)
3. 1015 yards

**Starting Position:** Standing port arms, behind the prop, mag in, with the bolt back

**Description:** On the beep the shoots will move to any of the 4 legs and take 1 shot at target 1 and 2. Hit or miss move to the next leg and repeat. Once you finish shooting on the 4<sup>th</sup> leg, the shooter will go prone and engage the 1K target with 4 shots. **You cannot use the same position.**

### Stage 3 Dog house

Round Count: 10

Par time: 120 seconds

Possible points: 10

**Starting Position:** Port Arms next to the table.

Targets:

1 – 385 Middle target on the hanger

2 – 595 Middle target on the

**Description:** On the beep the shooter will move to one of the 5 available ports and shoot 1 shot at target 1 and 2. Hit or miss the shooter must move to another port. Repeat until all ports have been used. **You cannot use the same port.**

### Stage 4 Port holes

Round Count: 9

Par time: 120 seconds

Possible points: 9

**Starting Position:** Port Arms next to the table.

Mag in with the bolt back.

Targets: 3 IPSCs on the 600 yards berm

**Description:** On the beep move to position 1 and shoot the 3 IPSCs at 595 with 1 round each (left, middle, right). Once complete move to position 2 and repeat. Then finally move to position 3 and repeat. Any hits on the cardboard will not count. You must shoot through the port cleanly.

## Stage 5 Shoot and Ladder

Round Count: 12

Par time: 120 seconds

Possible points: 12

Starting Position: Standing port arms, behind the prop, mag in, with the bolt back.

Targets:

1 –

2 –

**Description:** On the beep the shooter will take 2 shots at target 1 from each of the 4 position on the prop. Once complete, the shooter will go prone and take 4 shots at the 960/970 target on the road.

## Stage 6 I'm up, he sees me, Im down.

Round Count: 10

Par time: 120 seconds

Possible points 10

Starting position: Standing/Port arms.

Targets: 300 yard impact bay

**Description:** On the beep the shooter drop down into position and take 2 shots at the designated target. Hit or miss the shooter will move to the next position and take another 2 shots. Repeat until done.

**There will be 5 shooting positions.**

## Stage 7 200 hostage.

Round Count : 10

Par time: 45 sec / 60 sec.

Possible points: 10

Starting Position: Standing behind the rifle, mag in, bolt back.

**Description:** Shooters will have 45 seconds to shoot the bad guy on the left with 5 rounds. Once the cease fire is called you must stop, load the new mag, and stand behind the rifle. Shooters will have 60 seconds to shoot the bad guy on the right with 5 rounds. Weak side, weak finger, and weak eye. 1 point will be deducted per hit on the hostage. If your shot breaks the line, it's -1.