Environmentals 26.65 SP 50% H 5822 DA

Summer Slam PRS Match

Tripods must be deployed on the clock.

Semi-Auto guns must start with bolt locked to the rear, and Transition on safe.

Bolt guns start with bolt back, and transition with bolt back.

Shooters will get 1 verbal warning before being asked to pack up their gear and do the walk of shame down the mountain.

180 rule applies RO has final say if something unsafe was done.

## Tac Rifle Road

Stage 1. Marked Tree on Tripod. 10 rounds, 90 second par time.

DO NOT ADJUST THE TRIPOD, BIG bag on top. Targets at (silas T2)

Starting position, feet on marks, all gear in hand. On audible start signal, shooter engages T1 with 1 shot, T2 with 2 shots, T3 with 3 shots T4 with 4 shots.

T1 Big Square on right 590 yards

T2 Biggest Circle 590 Yards

T3 Med Circle 590 Yards

T4 Small Circle 590 Yards

Stage 2. Cattle gate. 10 rounds, 90 second par time. Starting position feet on marks, all gear in hand. On audible start signal Shooter engages T1 with 2 shots then T2 with 3 shots from Position 1. Then engage T1 with 3 shots, then T2 with 2 shots from Position 2. Position 1 is on the left side of gate touching post, Position 2 is right side of gate, touching post.

T1 Circle above (Silas T1) 555 yards

T2 Right side square on (Silas T4) 776 yards

year has to be touch 11) 5050

Stage 3. Barricade. 10 rounds, 90 second par time. Targets (Silas T4)

Starting position feet on marks, all gear in hand. On audible start signal Shooter engages T1 with 1 shot, then T2 with 1 shot from position 1 on top of either barrel, then moves to top surface of the barricade and engages T1 and T3 with one shot each. Then repeats on different positions for a total of 5.3 on barricade and 2 on barrels Noovel

T1 750 Silhouette Bottom left of (Silas T4)

T2 750 12 inch plate



Stage 4. Roof Top 10 rounds, 90 second par time. Starting position feet on marks, all gear in hand. On audible start signal Shooter engages T1 with 2 shots, then T2 with 2 shots, T3 with 1 shot from left side of roof top, then engages T4 1 shot, T5 2 shots from center. Finally, shooter engages T6 with 2 shots from right side. Targets are left to right, skipping smallest Circle.

2 T1 10 inch plate far left 707 yards hit or miss to move

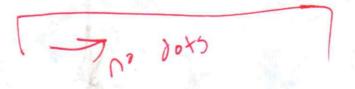
T2 8 inch plate 707 yards

T3 lpsc silhouette 707 yards

T4 8 inch plate 707 yards

T5 10 inch plate 707 yards

T6 8 inch 707 yards



## Helo Landing Zone

Stage 5. Tank Trap. 10 rounds, 90 second par time. Starting position inside box, all gear in hand. On audible start signal Shooter engages T1 with 4 shots from first tip of choice. 3 shots from second tip of their 2 shate from this tip, and I shot from the fact.

T1 646 yards small silhouette near (Silas T2) Farthest TPSC

Stage 6. The trunk. 10 rounds, 90 second par time. Starting outside shooting area, all gear in hand, on audible start signal engage T1 with 1 shot, then T2 with 2 shots, move to second position of choice and engage T1 with 1 shot, then T2 with 2 shots, move to third position and engage T1 with 2 shots, then T2 with 2 shots. Positions are marked with white paint, shooter can not repeat any position.

1 DE IPSC T1 Full size silhouette 642 (near Silas T2)

T2 Full Size silhouette 734 (near Silas T3)

Stage 7. You wanted Prone! Unlimited rounds, 90 second par time. Shooter starts standing on marks. On audible start signal shooter engages the KYL targets with max of 2 shots/points per target with unlimited rounds. Shooter can stop and keep their points at any time, If you miss, you lose all points and must start over.

0000

T1 big Square 574

T2 biggest circle in array 574

T3 medium circle in array 574

T4 smallest circle in array 574



T1 577 Big Square Right side (silas T1)

No bipod