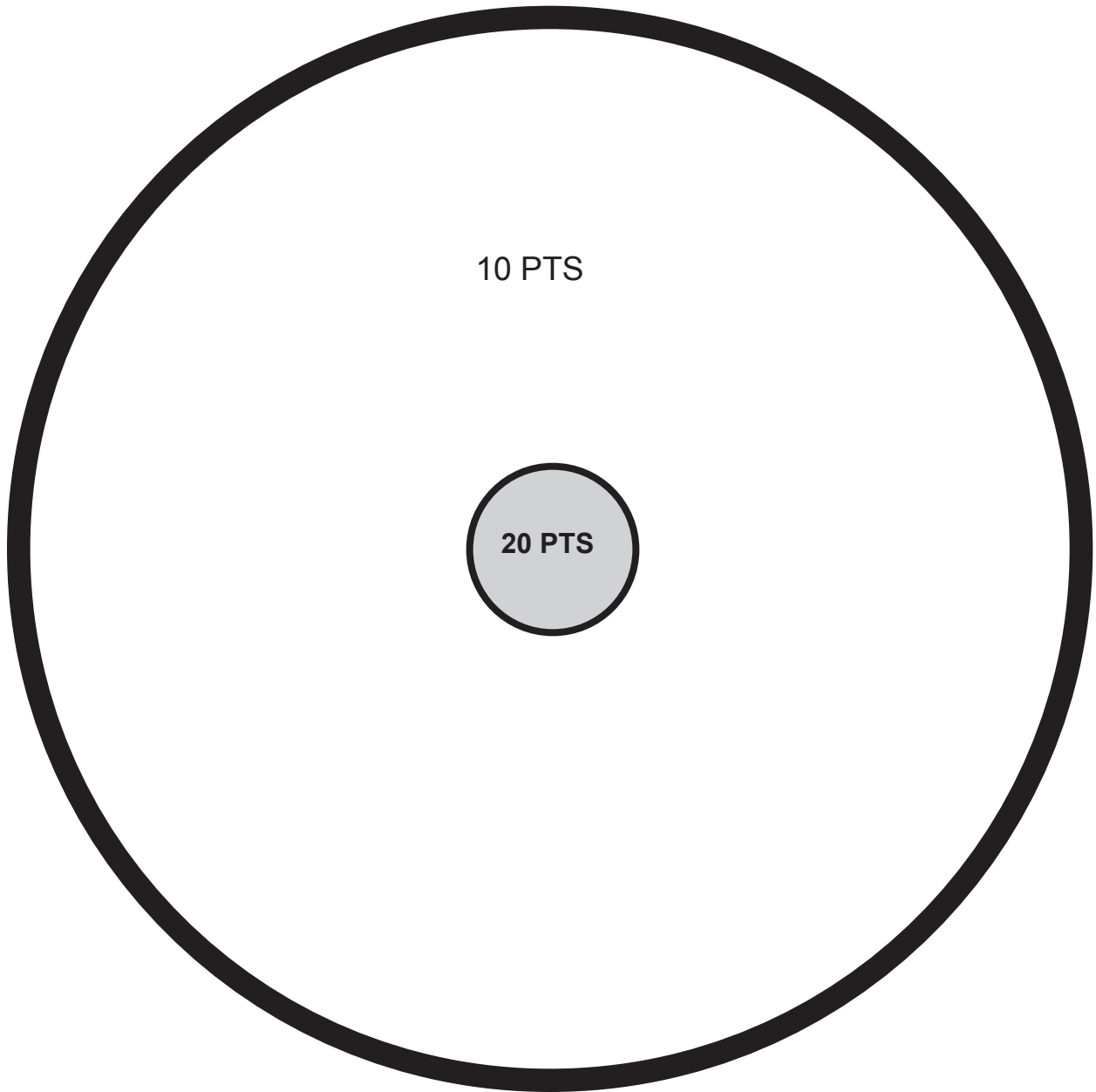


100 YARDS SIT/KNEEL OR 50 YARDS STANDING



5 ROUNDS

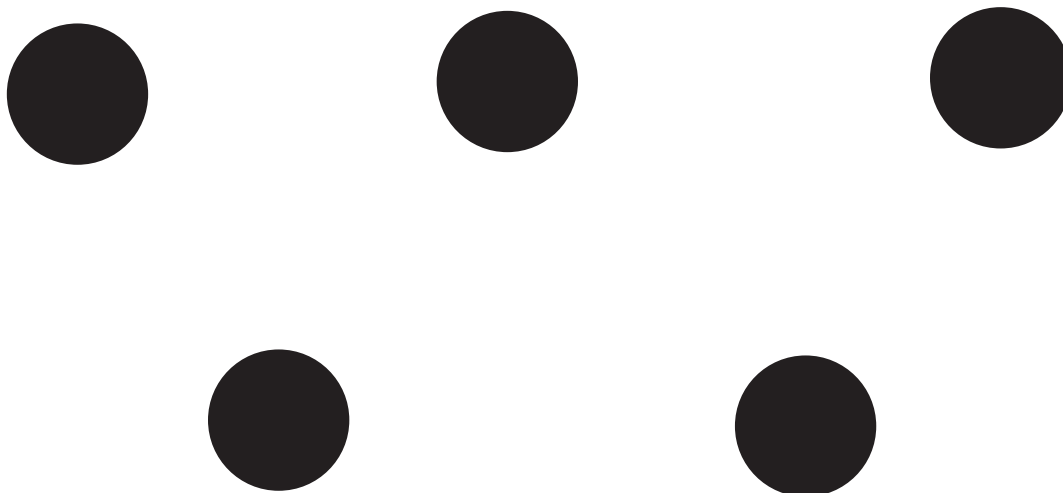
YOU NEED TO **TOUCH THE LINE** TO
GET THE 10 POINTS

YOU NEED TO **BREAK THE LINE** TO
GET THE 20 POINTS

STAGE:	POINTS:
SHOOTER #	

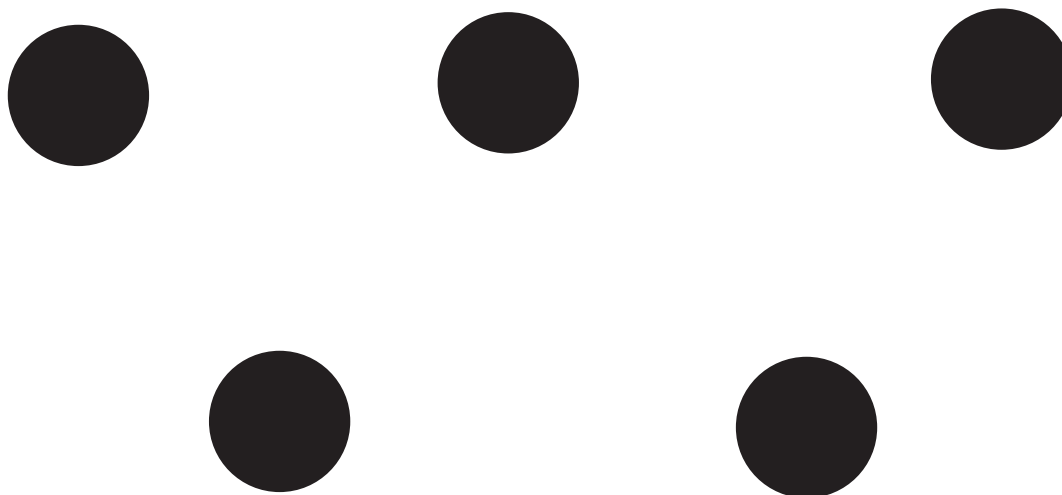
50 YARDS PRONE- 5 DOTS (3/4 INCH) SPEED DRILL - 1 MINUTE

STAGE :	POINTS:
SHOOTER #	



10 POINTS EACH DOT - TOUCH DOT AND GET THE POINT

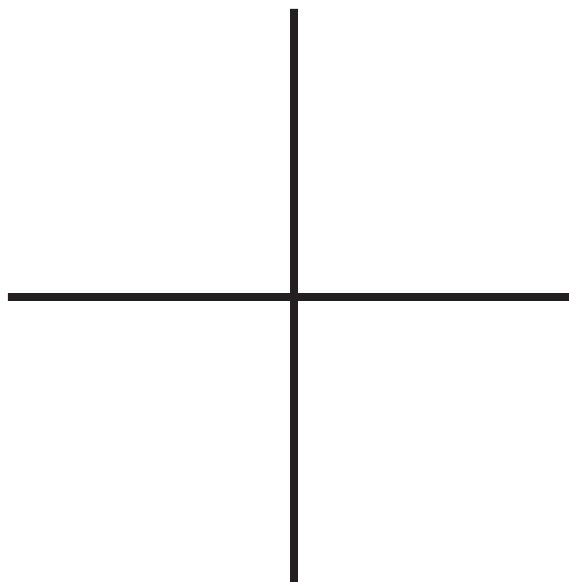
STAGE :	POINTS:
SHOOTER #	



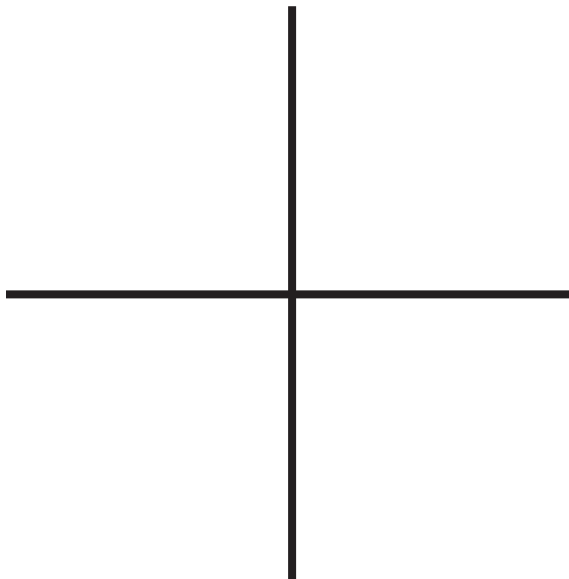
10 POINTS EACH DOT - TOUCH DOT AND GET THE POINT

50 YARDS PRONE- BEST GROUP - 5 ROUNDS - 3 MINUTES

STAGE :	POINTS:
SHOOTER #	



STAGE :	POINTS:
SHOOTER #	



SHOT AT EVERY MATCH - NO POINTS AWARDED BUT IS USED FOR TIES.

Example: Both top shooters (or 2nd place, 3rd place, etc...) have 300 points at the end of the match. Using this stage (Best Group Stage) The one who has the smallest group gets first place. This stage is only important for ties.

COLD BORE STAGE - 50 YARDS

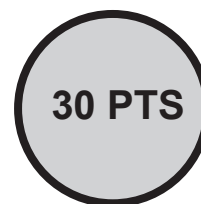
STAGE:	POINTS:
SHOOTER #	

STAGE:	POINTS:
SHOOTER #	

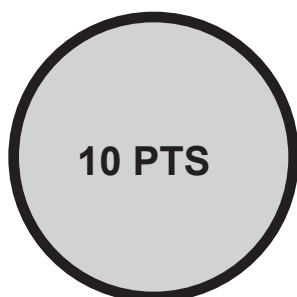
COLD BORE - 1 ROUND



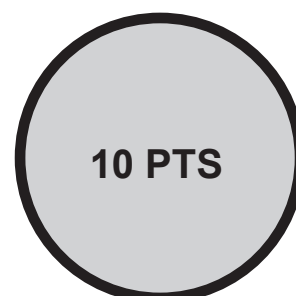
COLD BORE - 1 ROUND



4 ROUNDS



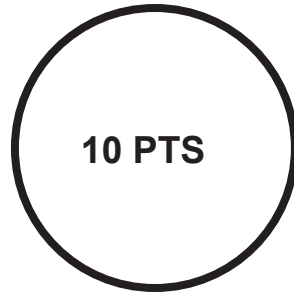
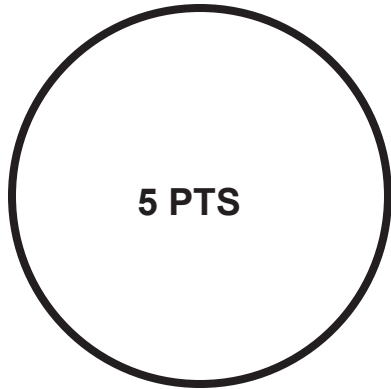
4 ROUNDS



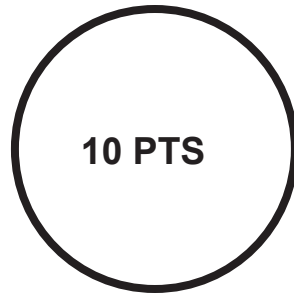
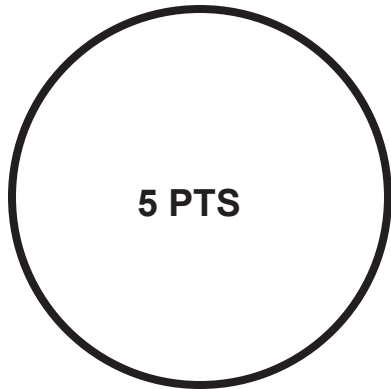
**SHOOT ONE ROUND IN SMALL TARGET
(COLD BORE - SHOULD BE FIRST ROUND OF THE DAY/MATCH)
THEN 4 IN THE TARGET BELOW
BREAK THE LINE TO GET THE POINTS**

KNOW YOUR LIMITS - 50 YARDS PRONE

BREAK THE LINE TO GET THE POINTS
MISS ONE AND YOU GET 0 POINTS
KNOW WHEN TO STOP!



STAGE:	POINTS:
SHOOTER #	



STAGE:	POINTS:
SHOOTER #	

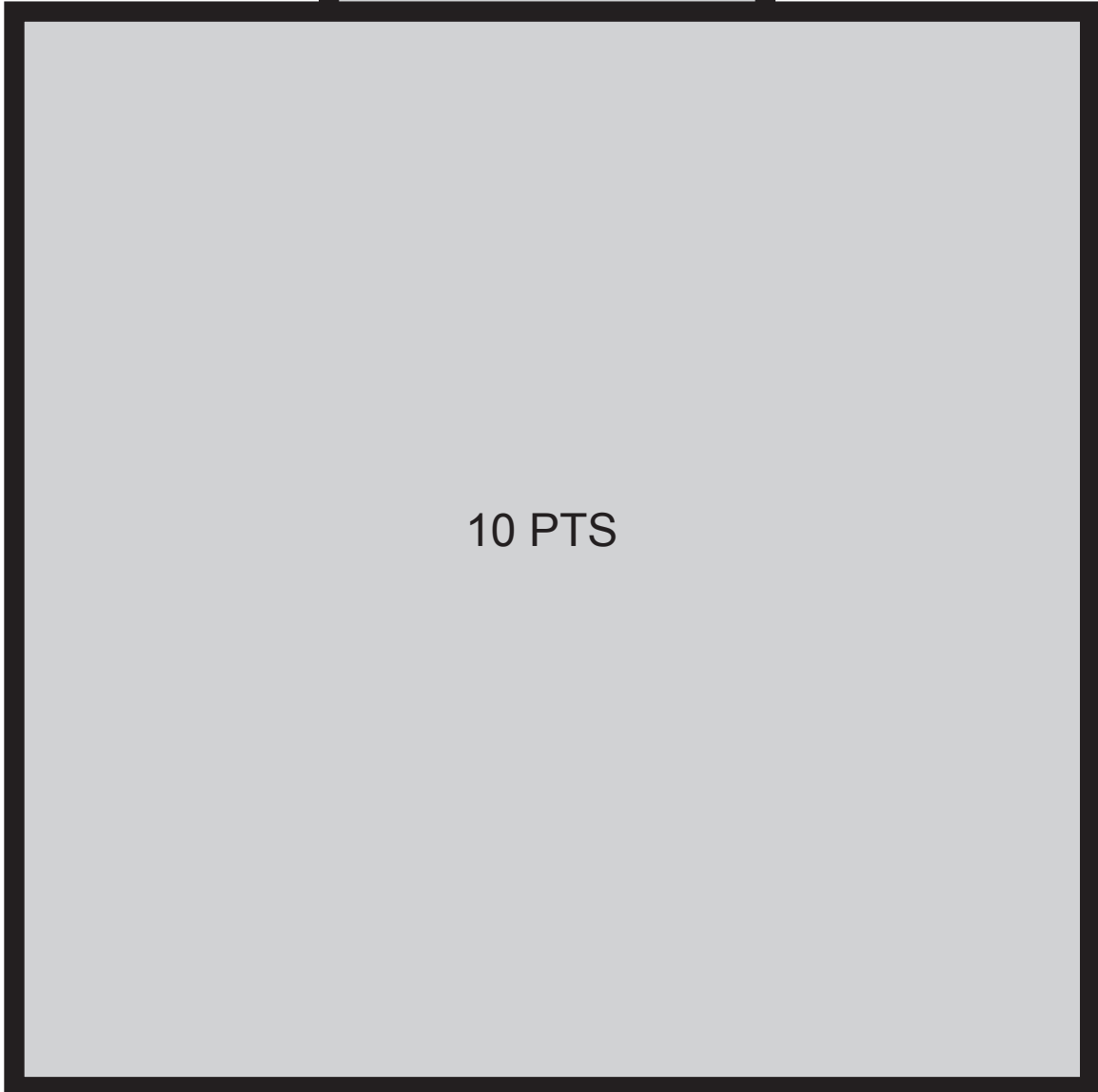
SHOOTER #



20 PTS

SIZE IS:

SIZE IS:



10 PTS

SIZE IS: INCHES

UNKNOWN DISTANCE - 50 TO 250 YARDS

PRONE - 5 ROUNDS - TOUCH THE BLACK LINE AND YOU GET THE POINTS

www.tacticalprecisionrimfire.com