



CARBON PRECISION



Stage 1	84 yds: 2.5"	
Stage 2	66 yds: 215"	
	94 Yds: 2.5"	
Stage 3	61 yds: 1"	
	78 yds: 1.5" + 2"	
	92 yds: 2.5"	
Stage 4	37 yds: KYL Rack	
	68 yds: 1.5" + 2"	
Stage 5	39 yds: 1"	
	69 yds: 2"	
	99 yds: 3"	
Stage 6	75 yds: Can	
	100 yds: Can	
	125 Yds: Can	
	137 yds: Can	
	150 yds: Can	
Stage 7	Diamond Popper	
	Bobcat	
	Coyote	

1. Rolling Around The Tires

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 84 yds: 2.5” on a single hanger

MOA	MILS
2.8	0.8

Option 2 – 175 yds: 6”

MOA	MILS
3.3	1

Restrictions: No bipod

Points: 10 points per impact, 100 points possible

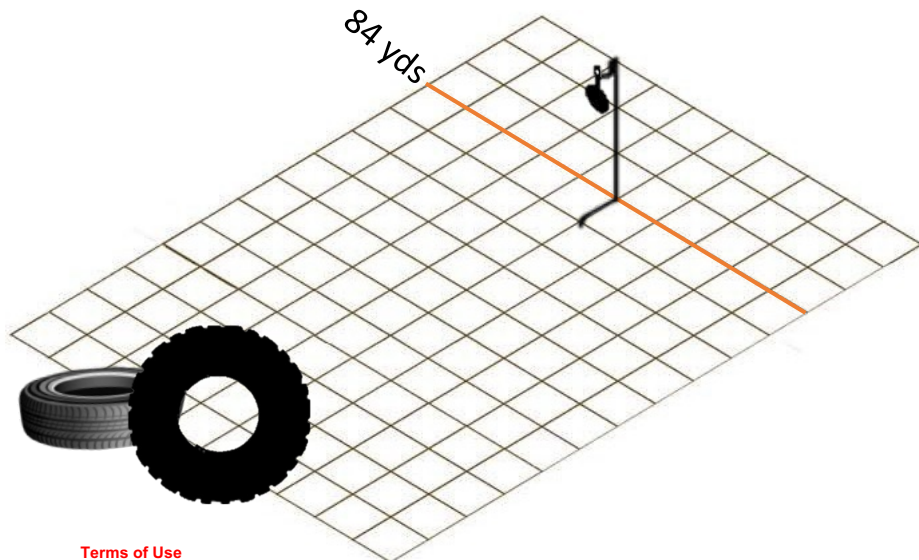
Start Position: Standing, rifle and all gear in hand, mag in, action open

Adaptive Recommendation: Same target engagement. Tires may be place on an elevated position.

Description: On start signal, engage the target with 2 shots from each position in the following order:

- Left side of flat tire
- Right side of flat tire
- Top of vertical tire
- Back half of flat tire
- Through the center of the vertical tire

Note: The flat tire will be divided into 3 sections – left, right, and back area. The vertical tire should be secured as best as possible to prevent any tipping.



Terms of Use

2. Hopping Around

Time: 120 Sec

Round Count: 10

Ranges and Targets:

Option 1 – 66 yds: 1.5” on a single hanger
 94 yds: 2.5” on a single hanger

MOA	MILS
2.2	0.6
2.5	0.7

Option 2 – Same target distance and size
Stressor: 105 Par time

Restrictions: No bipod

Points: 10 points per impact, 100 points possible

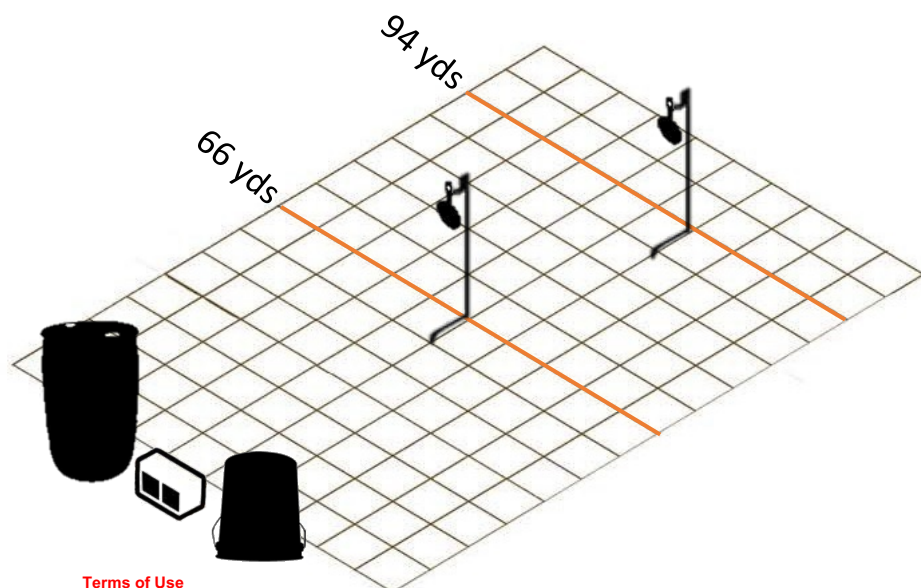
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On the start signal, build a position on the 5-gal bucket and engage targets **Far to Near** with 2 shots each.

Move to the top of the 55-gal barrel and engage targets **Near to Far** with 2 shots each.

Take a position on the cinder block between the props and engage targets **Far to Near** with 1 shot each.

Adaptive Recommendation: Same target engagement. The 5-gal bucket and cinder block will be placed on an elevated position.



Terms of Use

3. Thinking Of The Roof

Time: 120 Sec Round Count: 10

Ranges and Targets:

Option 1 – 61 yds: 1" on a single hanger	MOA	MILS
78 yds: 1.5" & 2" on a double hanger	1.6	0.5
92 yds: 2.5" on a double hanger	1.8, 2.6	0.5, 0.8
	2.4	0.7

Option 2 – Same target distance and size

Stressor: 105 Par time

Restrictions: No part of the rifle, equipment, or body may touch the ground, nor any rooftop supports.

Points: 10 points per impact, 100 points possible

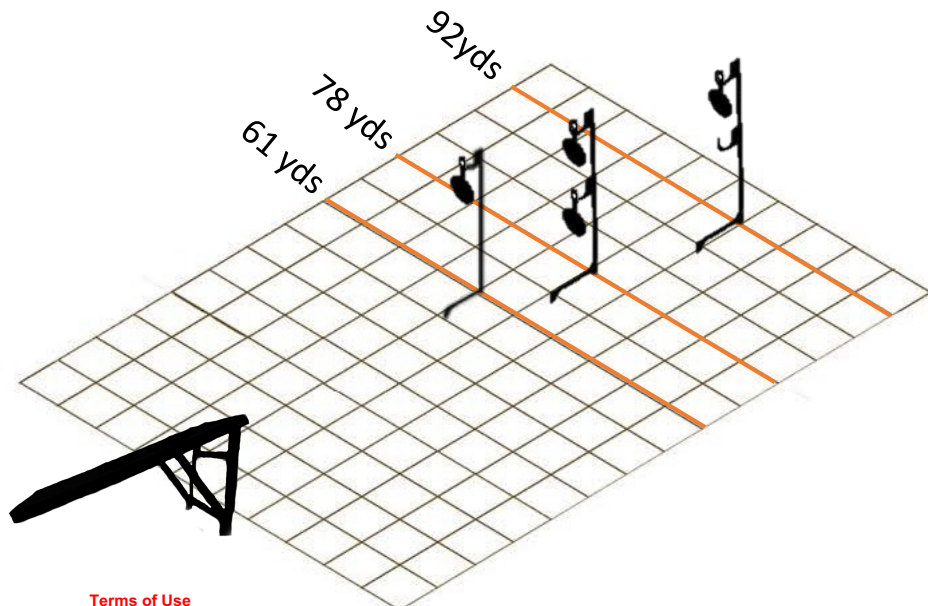
Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On the start signal, ascend the rooftop and engage the targets in the following order with 1 shot each:

- Near, Middle small, Middle large, Far
- Middle small, Middle large, Far
- Middle large, Far, Near

Note: You may hand your rifle to an RO while ascending or descending the rooftop for safety.

Adaptive Recommendation: Same target engagement. You may start in position and off glass or stand to the left or right of the rooftop and engage targets off the peak of the rooftop.



Terms of Use

4. Go Fast, But Not Too Fast

Time: 120 Sec Round Count: 12

Ranges and Targets:

Option 1 – 37 yds: ¼", ½", ¾", & 1" on a KYL rack
68 yds: 1.5" & 2" on a double hanger

MOA	MILS
0.6, 1.3, 1.9, 2.6	0.2, 0.4, 0.6, 0.8
2.1, 2.8	0.6, 0.8

Option 2 – 66 yds: ½", 1", 1.5", 2"
120 yds: 3" & 4"

MOA	MILS
0.7, 1.4, 2.2, 2.9	0.2, 0.4, 0.6, 0.8
2.4, 3.2	0.7, 0.9

Restrictions: None

Points: 10 pts per impact plus 0.1 bonus points per second remaining. **For the PractiScore NRL22 template, enter the total time elapsed in seconds.**

Start Position: Standing, rifle and all gear in hand, mag in, action open

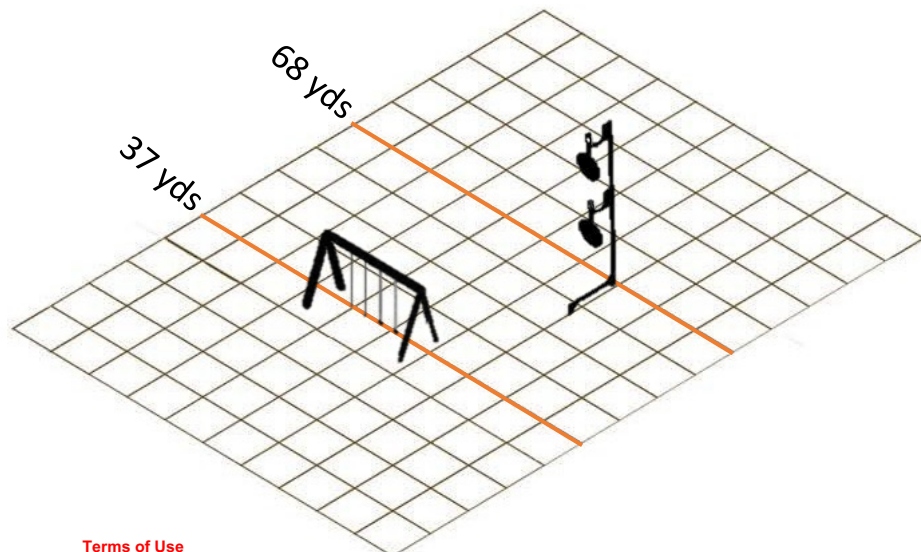
Description: On the start signal, take a prone position and engage the targets *Far to Near, Large to Small* with 1 shot each.

After 6 shots, transition to weak side and start the sequence over, beginning with the far target.

Each target sequence is HIT TO MOVE ON.

Note: Weak side means – weak hand, shoulder, and eye.

Adaptive Recommendation: Starting in position with magazine out and off glass.



Terms of Use

5. Being Organized On The Tank Trap

Time: 120 Sec

Round Count: 12

Ranges and Targets:

Option 1 – 39 yds: 1" on a double hanger
 69 yds: 2" on a double hanger
 99 yds: 3" on a double hanger

MOA	MILS
2.4	0.7
2.8	0.8
2.9	0.8

Option 2 – Same target distance and size

Stressor: 105 Par time

Restrictions: Magazine change is required after the 1st shot and before the 12th shot. If a mag change is not conducted, then the last 2 shots will not count regardless if they were impacts. If a competitor times out and a mag change was not conducted, no impacts will be deducted.

Points: 10 points per impact, 120 points possible

Start Position: Standing, rifle and all gear in hand, mag in, action open

Description: On the start signal, engage targets with 1 shot each in the following order:

Center - Near to Far

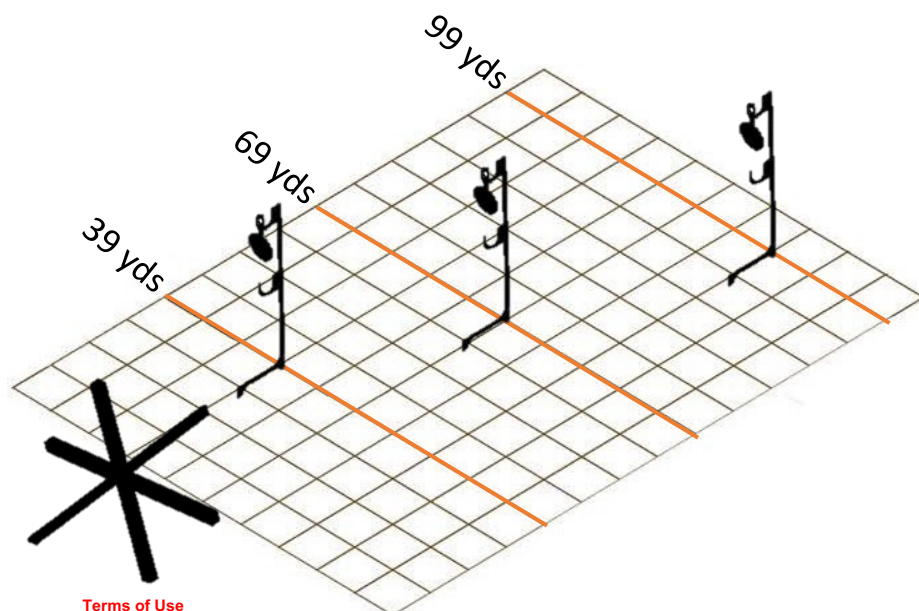
Tank trap tip #1 - Far to Near

Tank trap tip #2 - Near to Far

Tank trap tip #3 - Far to Near

Note: You may pick any order of using the tank trap tips.

Adaptive Recommendation: Same target engagement. Use 2 tips and alternate between them after each engagement sequence.



Terms of Use

Stage 6: Kick the Can

Time: 120 Sec

Round Count 10

Ranges and Targets: 75 Yds: Target 1: Can
100 Yds: Target 2: Can
125 Yds: Target 3: Can
137 Yds: Target 4: Can
150 Yds: Target 5: Can

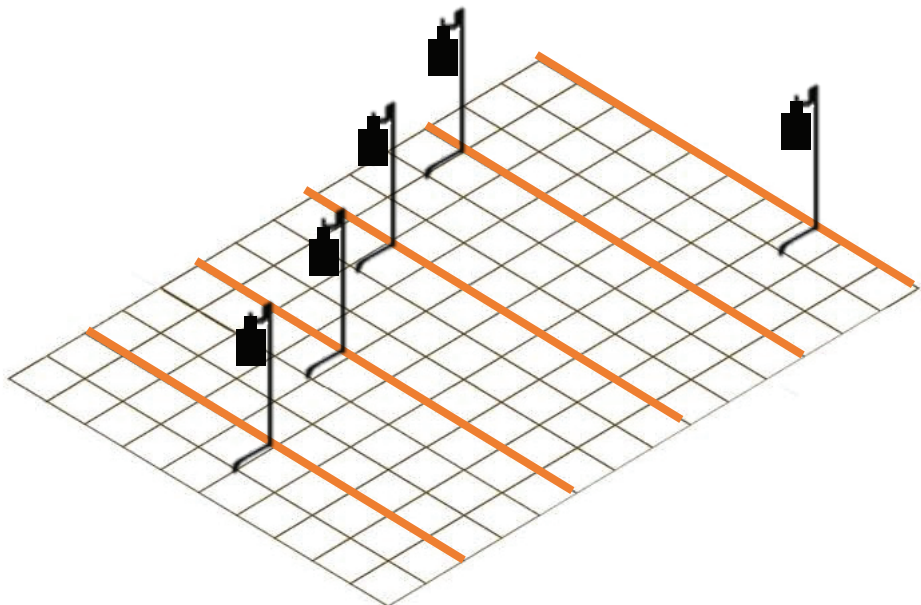
Restrictions: None

Points: T1: 5pts T2: 5pts T3: 10pts T4: 15 pts, T5: 20 Pts

Start Position Standing, Rifle and all gear in hand, mag in, action Open

Description: Upon the start signal, shooter will engage targets in a prone position in any order, but must tell the RO which target is being engaged.

Targets may be reengaged as many times, but may only be impacted 3x per target.



Stage 7: Spring cleaning

Time: 180 Sec Round Count 9

Ranges and Targets:
Popper: 2.5"W
Bobcat: 6"
Coyote: 6"

Restrictions: None

Points: 30 pts for FRI and 20 Pts for SRI, 10 pts TRI: 90 Points Possible

Start Position: Standing at start position, all gear in hand, bolt open, mag out

Description: Rifle and all gear in hand. Shooter will find, range and engage the 3 targets in any order from a tripod at the shooting location. Shooter must be able to touch the pin. Shooter will communicate with the RO which target they are engaging. Shooter may not share range data with any other shooters.

Observation by other shooters is not allowed.

*Range finder/Tripod is available

