

Tactical 22lr Match – Run and Gun Type.

Targets can be 50% scaled IPSC style paper targets, paper plates, or steel. Targets must fall or hits must be in a predetermined "X" zone. All events are timed. Stage begins at buzzer. All stages are scored based on 20 pts per target that fall/hits in X zone divided by time x3. Hitting a no shoot is immediate -50 pts. *Example. 6 targets fall x 20pts / 5 seconds then multiplied by 3 = 72pts hitting a NO SHOOT would reduce to 22pts*

1 - "ASSAULT STAGE" – AR15 type 22lr or any semi. All stages begin with weapon slung

- **Stage 1 Barricade – 2 holes high (4ft), 2 holes low (1ft) – 50 yards**

Engage 5 spaced targets twice from each of the barricade positions, mandatory reload between high and low positions. Paper targets required for this stage, or single engagement of steel targets.

- **Stage 2 – Targets/Plate Line – 50 yards - as many as you like, lined up. Mark a couple NO SHOTS with paint**

Shooter begins facing away from targets. At buzzer shooter turns and engages from standing unsupported all shoot targets.

- **Stage 3 – Advance – 3 Barricades 100, 75, 50yds**

At buzzer engage 5 plates from behind barricade 1, 100 yrd line from prone. Run to 2, 5 plates at 75 yards from target kneeling, Run to 3, 5 plates at 50 yards from target standing/braced on barricade. Gun must be unloaded and cleared during distance transitions. Mandatory reloads between barricades after advancing.

- **Stage 4 – Transition 25 yards**

At buzzer engage 5 plates/targets from behind barricade right shouldered. Transition to left shoulder and engage 5 plates/targets.

- **Stage 5 – Sprint 100 – 25 yards**

At buzzer sprint from 100 yrd line to 25yrd line and engage 10 targets. Rifle can be set at 25yrd line to allow for safer movement or sprint can be done with rifle unloaded/cleared with mag waiting at 25 yrd line or on gear.

2 - "PISTOL STAGE" – 22lr Pistol, conversion or dedicated. Revolver or auto. All stages begin with weapon holstered. Concealed or open, event choice. All stages are scored based on 20 pts per target that fall/hits in X zone divided by time x3. Hitting a no shoot is immediate -50 pts. Example. 6 targets fall x 20pts / 5 seconds then multiplied by 3 = 72pts hitting a NO SHOOT would reduce to 22pts

- **Stage 1 – 7yds**

Begin facing away from targets. Turn at buzzer, draw and engage 3 targets, 2 shots each. Reload, reengage targets 2 shots each. Any type of variant on this theme could work. *Example: VARIANT 1 – Begin facing targets with drink in hand. At buzzer throw cup/can/coffee at target of choice then draw and engage 3 targets, 2 shots each.*

- **Stage 2 – 7yds**

Begin facing away from targets. Turn at buzzer, draw and engage moving target – 6 shots. Either bobber, swinger, "drop twist target", target on track, or "Rattler" could be used. Mover either started by another shooter or by rope to belt.

- **Stage 3 – 50-25 yards**

Begin facing away from targets. At buzzer turn and engage 2 of 5 targets from 50 yds with 3 shots each. Advance to 25 yard line to barricade, reload behind cover then engage 5 targets, (3 new, 2 from first part – reengage)

- **Stage 4 – 25-7 yards**

Begin as if seated in vehicle. (Perpendicular to target) At buzzer draw and engage all (3) 25 yard targets from car “window” in seated position. Advance to cover at 7yds, reload and reengage same targets from 7yds.

3 - “PRECISION RIFLE STAGE” – 22lr bolt gun equipped with magnified optic. Semi could be allowed as well. Ranges could be shorted or targets enlarged for open sight comps. Shot can be from any position, bipod or ruck support allowed. Rear bag allowed.

- **Stage 1 – 50, 100, 150 – Dot drills**

Dot drills. One shot per dot. Each range has 10 dots, 5 are shoot – 5 no shoot. 5 shots allowed per range. Participants are given 1 minute to shoot all 5. Points are awarded on a hit/no hit basis. 10 points for hit. 0 for miss, -20 for hitting no shoot. Dot sizes ½” at 50, 1” at 100, 2” at 150.

- **Stage 2 – 100 yds – Know your limits target**

Shooters engage “Know your limits target” from 100 yds. 1 minute is allowed for shooter to engage as far as they choose. Points are awarded based on targets hit but a miss scores a zero for the round. Dots range from 2” down to ½”. Points awarded based on point values on target.

- **Stage 3 – 100 yds – Mover**

Shooter has 2 minutes for engaging a sporadic mover with a single shot. Target must be activated remotely by another shooter. Either bobber, swinger, “drop twist target”, target on track, or “Rattler” target could be used. Ideally target would only be visible for short periods of time. Other shooter will randomly activate the mover during the 2 minute timeframe. Stage is scored hit/no hit on a 4x4 target. 75pts hit, 0 no hit.

- **Stage 4 – 200 yards, or longer if range allows**

Shooter is given 2 minutes to engage a 6x6 target at 200 yards or longer if range allows. 5 shots are allowed. Stage is scored on a descending scale based on shots required. 1st shot hit, 100 points. 2nd shot 80. 3rd shot 60. 4th shot 40. 5th shot 20.