



Welcome

On behalf of the United States Precision Rifle Association, welcome to the
2026 IPRF World Championship!

It is an incredible honor to represent your country on the world stage. Each competitor here has earned the opportunity to wear their nation's colors and stand alongside some of the best precision rifle athletes from around the world. Regardless of where you traveled from, we hope you take pride in what it means to be here and in the community of competitors who have come together for this Championship.

USPRA is proud to host the world's precision rifle community here in the United States. We are grateful you made the journey to join us, and we hope this Championship provides not only a world-class test of skill, but also an opportunity to build friendships, strengthen connections across nations, and create memories that extend well beyond the competition.

An event of this magnitude is only possible because of the people who give their time, talent, and support to make it happen. Our sincere thanks go to the Range Officers, volunteers, media team, match staff, and everyone working behind the scenes throughout the week.

And especially, thank you to our generous sponsors. Their support has played an essential role in bringing this Championship to life and helping us provide an experience worthy of the athletes who have traveled from around the world to compete.

To every competitor: congratulations on earning your place here. Compete hard, represent your country with pride, and enjoy the experience of standing together on the world stage.

Welcome to the United States, and welcome to the 2026 IPRF World Championship.

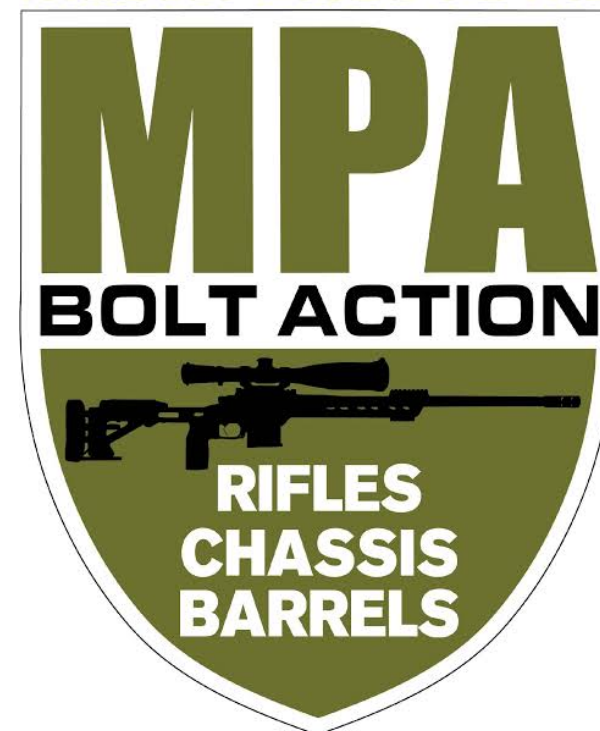
-United States Precision Rifle Association



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MasterPiece Arms!

MasterPiece Arms



Safety and Rules

Safety:

- Treat all guns as if they are always loaded.
- Never let the muzzle cover anything that you are not willing to destroy.
- Keep your finger off the trigger until your sights are on target and you have made the decision to shoot.
- Be sure of your target and what is behind it.
- Safety is the first priority to everyone in attendance and is required at all times.
- We run on a Cold Range, keep all rifles unloaded with the bolt open and chamber flag inserted till you're on the firing line and have been given the OK to load and make ready.
- Rifles will all be staged adjacent to the firing line with muzzles pointed downrange in a safe direction where no one can walk in front of them. Keep the rest of your equipment away from your rifles where you can move around safely while accessing it. Only retrieve your rifle from the staging area when you are the next shooter in line.
- Once you are done shooting a stage, open your bolt and unload your magazine to show clear and insert your chamber flag before pulling your rifle from the firing line. Return your rifle to the staging area when you are done with a stage.
- Watch your muzzles, **ESPECIALLY** while you're transitioning positions in a stage. Flagging someone with a loaded rifle will not be tolerated and ***result in a match Disqualification (DQ)***. Keep your muzzle pointed straight downrange, or up, during any transitions.
- During movement from stage to stage, weapons will be pointed either straight up or straight down. No carrying your rifle like a briefcase will be allowed.
- Keep your bolt open until you have your sights on your target. Closing your bolt before having your sights on target is known as "Sky Loading." You will receive one warning from the stage RO for Sky Loading, after the second offense you will receive a stage DQ.
- Make sure your finger is off the trigger till you're ready to fire. Any transition of your position during a stage MUST be done with the bolt open and back.
- Know what targets you're shooting and know your DOPE to be able to hit those targets. If you are unsure of your dope before the start of a stage, ask a competitor for help. If you cannot safely engage a target, do not take those shots.
- If you have a NEGLIGENT discharge (ND), you will be disqualified from the match immediately. An ND is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a ceasefire period.
- Safety is our first priority, please do not hesitate to say something if you see an unsafe condition.

For match flow:

- Read and understand the course of fire before the start of the stage. Ask questions to the RO before your squad begins shooting the stage. Have your dope ready and magazines loaded and be ready to shoot as soon as the current shooter completes the stage.
- BEFORE PICKING UP BRASS: Rifles MUST be made safe and be grounded in designated area.

Match Scores

Stage 1	Score _____/10
Stage 2	Score _____/10
Stage 3	Score _____/10
Stage 4	Score _____/10
Stage 5	Score _____/10
Stage 6	Score _____/10
Stage 7	Score _____/10
Stage 8	Score _____/10
Stage 9	Score _____/10
Stage 10	Score _____/10
Stage 11	Score _____/10
Stage 12	Score _____/10
Stage 13	Score _____/10
Stage 14	Score _____/10
Stage 15	Score _____/10
Stage 16	Score _____/10
Stage 17	Score _____/10
Stage 18	Score _____/10
Stage 19	Score _____/10
Stage 20	Score _____/10
Match Total:	Score _____/200

Stage 20 – Leupold Prone Squares

Round Count – 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Big Square	602 yd / 550 m
2		Small Square	602 yd / 550 m
3		Big Square	702 yd / 642 m
4		Small Square	702 yd / 642 m
5		Big Square	802 yd / 733 m
6		Small Square	802 yd / 733 m
7		Big Square	902 yd / 825 m
8		Small Square	902 yd / 825 m
9		Big Square	1,001 yd / 915 m
10		Small Square	1,001 yd / 915 m

On command, shooter will build a prone position and engage the square targets big, then small with one shot each. After 2 shots, advance to the next target array.

Targets

602 yards (550 meters) - Big/Small Square

702 yards (642 meters) - Big/Small Square

802 yards (733 meters) - Big/Small Square

902 yards (825 meters) - Big/Small Square

1,001 yards (915 meters) - Big/Small Square

Score _____



LEUPOLD

- Help pick up brass if you're not the next shooter in line. Help with spotting as a backup to the ROs. We plan to be done shooting each day before 4:00 PM, we need your help and cooperation to accomplish this. Every minute we can save will help.

Rules:

- Chamber flags are mandatory at all times and must remain in the rifle until the RO gives the command to "load and make ready."
- Shooters must start with all equipment in hand.
- The first shooter on each stage will be allowed up to two minutes of prep time after the RO completes the stage brief. Every following shooter will have their prep time while the current shooter is shooting the stage.
- Predeployed Tripod use is allowed unless otherwise specified by the course of fire.
- Other competitors or spectators/coaches will not communicate with the current shooter while on the clock. Conversations mentioning anything about the current stage must take place outside of the audible distance to the shooting positions.
- Shot sequence: Each shot fired advances the shot sequence. A shot fired from the wrong position or at the wrong target is scored as a miss and the shot sequence moves to the next shot number noted in the Stage Chart.
- Every stage will be considered as "hit or miss, move on."
- It is the shooter's responsibility to understand all courses of fire.
- Once a shooter says they understand the course of fire and says that they are ready to begin the stage, any mistakes on executing the course of fire are the shooter's responsibility.
- There will be no reshoots given for not understanding the course of fire.
- Factory division shooters are only allowed to load 10 rounds maximum in their magazines.
- Shooters will not touch or place their rifles on any shooting positions or props before the start of the stage.
- It is the shooters responsibility to confirm their score at every stage. After you leave a stage, there will be no arbitration.
- If you disagree with whether or not a shot had an impact on the target, you may respectfully discuss it with the ROs after the completion of the stage. If a decision is still in dispute, you may contact a Match Director.
- All stages will have a time limit of 105.00 seconds. The maximum allowed time for a shot to count as an impact will be 105.00 seconds.
- Target distances are angle-compensated. Distances have been verified and converted within the best of our ability. **No targets or stages will be thrown out due to incorrect ranges given in the matchbook.** Competitors are responsible for confirming all provided distances.

Questions or concerns please contact:

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LEUPOLD

Stage 19 – Wiebad Back to School Bus

Round Count – 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand, Feet on Ground

Only the shooter is allowed in or touching bus while on the clock

Shot	Position	Target	Distance (yards / meters)
1	1 Prone	Small Coyote	630 yd / 576 m
2		Bobcat	673 yd / 615 m
3		Large Coyote	708 yd / 647 m
4		Pig	780 yd / 713 m
5		Large Coyote (right)	691 yd / 632 m
6	2 Window	Small Coyote	630 yd / 576 m
7		Bobcat	673 yd / 615 m
8		Large Coyote	708 yd / 647 m
9		Pig	780 yd / 713 m
10		Large Coyote (right)	691 yd / 632 m

On command, shooter will enter bus, build a prone position out the back and engage targets near to far and then fifth target to the right. After 5 shots, move up to window and repeat target sequence.

Targets

630 yards (576 meters) - Small Coyote

673 yards (615 meters) - Bobcat

708 yards (647 meters) - Large Coyote

780 yards (713 meters) - Pig

691 yards (632 meters) - Large Coyote in Right Clearing

Score _____



Stage 18 – DISCOVERYOPT Connex Box

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1 Square	Big	620 yd / 567 m
2		Small	
3	2 Triangle	Big	
4		Small	
5	3 Circle	Big	
6		Small	
7	4 Triangle	Big	
8		Small	
9	5 Square	Big	
10		Small	

Shooter will start outside the container with all gear in hand. On command, shooter will engage Big/Small Circles from the identified positions: Square, Triangle, Circle, Triangle, Square. No position may be re-used.

Targets

620 yards (567 meters) - Big/Small Circles

Score _____



DISCOVERYOPT
REDEFINE PRECISION

Schedule of events:

Tuesday

- 12:00pm-5:00pm: Registration, Zero Range (Delta Range), Vendor Booths, Vendor Demos, Food Trucks (food for purchase)

Wednesday

- 7:00am-4:00pm: Registration, Zero Range (Delta or Alpha Ranges), DOPE gathering (Alpha Range), Practice Props, Vendor Booths, Vendor Demos, Food Trucks (food for purchase)
- 4:45pm: Captains' Meeting
- 5:30pm: Opening Ceremony

Thursday

- 6:00am Range Gates Open (Delta Range open for Zero at first light)
- 7:30am Report to Stages
- 8:00am First Rounds

Friday

- 6:00am Range Gates Open (Delta Range open for Zero at first light)
- 7:30am Report to Stages
- 8:00am First Rounds

Saturday

- 6:00am Range Gates Open (Delta Range open for Zero at first light)
- 7:30am Report to Stages
- 8:00am First Rounds

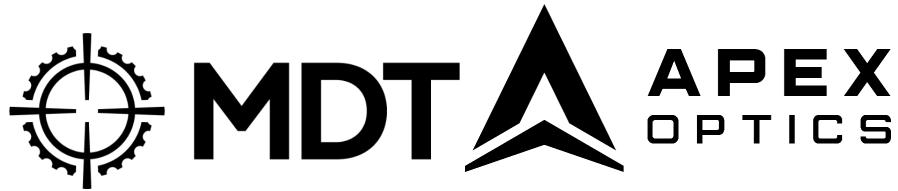
Sunday

- 6:00am Range Gates Open (Delta Range open for Zero at first light)
- 6:30am Optional Non-Denominational Church Service (Pavilion)
- 7:30am Report to Stages
- 8:00am First Rounds

Monday

- 8:00am-10:00am Shoot-Offs (IF needed)
- 11:00am-1:00pm Closing Ceremony
- 1:00pm-3:30pm Post Closing Celebrations and Goodbyes

Please help us thank our Gold Sponsors!



Stage 17 – March Scopes Mansion

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	12" Square	660 yd / 604 m
2		12" Square	660 yd / 604 m
3		12" Square	610 yd / 558 m
4		12" Square	610 yd / 558 m
5		12" Square	638 yd / 583 m
6		12" Square	638 yd / 583 m
7		16" Square	815 yd / 745 m
8		16" Square	815 yd / 745 m
9		18" Square	904 yd / 827 m
10		18" Square	904 yd / 827 m

Shooter will start on the deck with all gear in hand. On command, shooter will build a position on the roof and engage the square targets from left to right with two shots per target.

Targets

660 yards (604 meters) - 12" Square

610 yards (558 meters) - 12" Square

638 yards (583 meters) - 12" Square

815 yards (745 meters) - 16" Square

904 yards (827 meters) - 18" Square

Score _____

March Scopes

Stage 16 – Capstone Telephone Poles

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	12" Circle	562 yd / 514 m
2	2		
3	3		
4	4		
5	5		
6	6		
7	7		
8	8		
9	9		
10	10		

On command, shooter will build a position on any of the 10 telephone poles and engage circle target with one shot per position. All 10 poles must be used but can be shot in any order.

Targets

562 yards (514 meters) - 12" Circle

Score_____



Stage 1 – Impact Precision Chopper Confusion

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	L1	550 yd / 503 m
2		Confirmation	410 yd / 375 m
3		L2	550 yd / 503 m
4		Confirmation	410 yd / 375 m
5		L3	550 yd / 503 m
6	2	Confirmation	410 yd / 375 m
7		L4	550 yd / 503 m
8		Confirmation	410 yd / 375 m
9		L5	550 yd / 503 m
10		Confirmation	410 yd / 375 m

On command, shooter will build a position in front seat of helicopter and engage targets in this order: Left 1, Confirmation, Left 2, Confirmation, Left 3. Move to back seat and engage targets in this order: Confirmation, Left 4, Confirmation, Left 5, Confirmation for a total of 10 rounds with 5 shots from front seat and 5 shots from back seat.

Targets

550 yards (503 meters) - Truck Ovals (Left to Right: L1, L2, L3, L4, L5)

410 yards (375 meters) - Confirmation Oval

Score_____

IMPACT
PRECISION SHOOTING

Stage 2 – L3i Cattle Panel Pan

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Left Square	525 yd / 480 m
2		Right Square	350 yd / 320 m
3	2	Right Square	350 yd / 320 m
4		Left Square	525 yd / 480 m
5	3	Left Square	525 yd / 480 m
6		Right Square	350 yd / 320 m
7	4	Right Square	350 yd / 320 m
8		Left Square	525 yd / 480 m
9	5	Left Square	525 yd / 480 m
10		Right Square	350 yd / 320 m

On command, shooter will build a position and engage targets left then right with one shot each. Shooter will then move either up or down one rung and engage targets right then left with one shot each. Shooter will continue moving up or down and may reuse positions. Target sequence is left/right; right/left; left/right; right/left; left/right.

Targets

525 yards (480 meters) - Left Square

350 yards (320 meters) - Right Square

Score _____



Stage 15 – Bergara Oak Log

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	50% IPSC	575 yd / 526 m
2		67% IPSC	780 yd / 713 m
3	2	50% IPSC	575 yd / 526 m
4		67% IPSC	780 yd / 713 m
5	3	50% IPSC	575 yd / 526 m
6		67% IPSC	780 yd / 713 m
7	4	50% IPSC	575 yd / 526 m
8		67% IPSC	780 yd / 713 m
9	5	50% IPSC	575 yd / 526 m
10		67% IPSC	780 yd / 713 m

On command, shooter will build a position on the log and engage targets near then far. Repeat the sequence from all 5 marked positions.

Targets

575 yards (526 meters) - 50% IPSC

780 yards (713 meters) - 67% IPSC

Score _____



Stage 14 – Athlon Optics Hot Tamale Diamonds

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1 Car	5" Diamond	306 yd / 280 m
2		6" Diamond	406 yd / 371 m
3		10" Diamond	505 yd / 462 m
4		12" Diamond	606 yd / 554 m
5		12" Diamond	706 yd / 646 m
6	2 Prone	12" Diamond	706 yd / 646 m
7		12" Diamond	606 yd / 554 m
8		10" Diamond	505 yd / 462 m
9		6" Diamond	406 yd / 371 m
10		5" Diamond	306 yd / 280 m

On command, shooter will build a position anywhere on car and engage diamond troop line with one shot near to far. After 5 shots, shooter will move to prone position and engage targets with one shot far to near.

Targets

306 yards (280 meters) - 5" Diamond

406 yards (371 meters) - 6" Diamond

505 yards (462 meters) - 10" Diamond

606 yards (554 meters) - 12" Diamond

706 yards (646 meters) - 12" Diamond

Score _____



Stage 3 – NPS Tank Trap Diamonds

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Big Diamond	450 yd / 411 m
2		Small Diamond	450 yd / 411 m
3	2	Big Diamond	550 yd / 503 m
4		Small Diamond	550 yd / 503 m
5	3	Big Diamond	450 yd / 411 m
6		Small Diamond	450 yd / 411 m
7	4	Big Diamond	550 yd / 503 m
8		Small Diamond	550 yd / 503 m
9	5	Big Diamond	450 yd / 411 m
10		Small Diamond	450 yd / 411 m

On command, shooter will build a position anywhere on the two tank traps above the center and engage near diamond targets big then small with one shot each. Shooter will then move positions and engage far diamonds big then small with one shot each. Third position on near big/small, Fourth position on far big/small, Fifth position on near big/small. No position may be re-used. Possible positions are both tank traps, center and three tips for a total of eight possible positions.

Targets

Near 450 yards (411 meters) - Diamond Big/Small

Far 550 yards (503 meters) - Diamond Big/Small

Score _____



Stage 4 – Impact Scoring Skills Stage

Round Count – 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand, Foot Touching Line

Shot	Position	Target	Distance (yards / meters)
1	1	Right 8" Circle	400 yd / 366 m
2		Right 8" Circle	500 yd / 457 m
3	2	Right 8" Circle	400 yd / 366 m
4		Right 8" Circle	500 yd / 457 m
5	3	Right 8" Circle	400 yd / 366 m
6		Right 8" Circle	500 yd / 457 m
7	4	Right 8" Circle	400 yd / 366 m
8		Right 8" Circle	500 yd / 457 m
9	5	Right 8" Circle	400 yd / 366 m
10		Right 8" Circle	500 yd / 457 m

On command, shooter will engage the 400 yard right target and then 500 yard right target from each of the 4 positions. Position 5 can be any previously used position other than repeating the 4th position.

Targets

400 yards (366 meters) - Right 8" Circle

500 yards (457 meters) - Right 8" Circle

Score _____ Time _____



"Live Scoring and Maps for Competitive Shooting"

Stage 13 – Foundation Stocks Concrete Pipes

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Left Circle	489 yd / 447 m
2		Right Circle	596 yd / 545 m
3	2	Left Circle	489 yd / 447 m
4		Right Circle	596 yd / 545 m
5	3	Left Circle	489 yd / 447 m
6		Right Circle	596 yd / 545 m
7	4	Left Circle	489 yd / 447 m
8		Right Circle	596 yd / 545 m
9	5	Left Circle	489 yd / 447 m
10		Right Circle	596 yd / 545 m

On command, shooter will build a position on concrete pipe and engage targets with one shot each left, then right from 5 separate pipes. Each pipe is one position.

Targets

489 yards (447 meters) - Left Circle at Tank Dam

596 yards (545 meters) - Right Circle

Score _____



Stage 12 – MPS Raccoon Hunting

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1 Hood	Left Raccoon	585 yd / 535 m
2		Right Raccoon	480 yd / 439 m
3	2 Bed	Left Raccoon	585 yd / 535 m
4		Right Raccoon	480 yd / 439 m
5	3 Hood	Left Raccoon	585 yd / 535 m
6		Right Raccoon	480 yd / 439 m
7	4 Bed	Left Raccoon	585 yd / 535 m
8		Right Raccoon	480 yd / 439 m
9	5 Hood	Left Raccoon	585 yd / 535 m
10		Right Raccoon	480 yd / 439 m

On command, shooter will build position on hood and engage raccoon targets left then right with one shot each. After 2 shots, move to anywhere on bed and engage left then right raccoon. Repeat the sequence alternating between hood and bed between each target engagement.

Targets

585 yards (535 meters) - Left Raccoon

480 yards (439 meters) - Right Raccoon

Score_____



Stage 5 – Hawkins TriggerTech Troop Line

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	8" Square	472 yd / 432 m
2		10" Square	602 yd / 550 m
3		12" Square	668 yd / 611 m
4		14" Square	715 yd / 654 m
5		16" Square	825 yd / 754 m
6	2	16" Square	825 yd / 754 m
7		14" Square	715 yd / 654 m
8		12" Square	668 yd / 611 m
9		10" Square	602 yd / 550 m
10		8" Square	472 yd / 432 m

On command, shooter will build a position on any of the 5 possible tires and engage the troop line with one shot each near to far. Shooter will then move to a separate tire and engage the troop line far to near with one shot each.

Targets

472 yards (432 meters) - 8" Square

602 yards (550 meters) - 10" Square

668 yards (611 meters) - 12" Square

715 yards (654 meters) - 14" Square

825 yards (754 meters) - 16" Square

Score_____



Stage 6 – PRSTF Prairie Dogs

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Prairie Dog Walking	315 yd / 288 m
2		Prairie Dog Standing	315 yd / 288 m
3	2	Prairie Dog Walking	350 yd / 320 m
4		Prairie Dog Standing	350 yd / 320 m
5	3	Prairie Dog Walking	405 yd / 370 m
6		Prairie Dog Standing	405 yd / 370 m
7	4	Prairie Dog Walking	350 yd / 320 m
8		Prairie Dog Standing	350 yd / 320 m
9	5	Prairie Dog Walking	315 yd / 288 m
10		Prairie Dog Standing	315 yd / 288 m

On command, shooter will build a position on left stump and engage near prairie dog with one shot each walking (horizontal), then standing (vertical). Move to the rock and engage the middle prairie dogs walking, then standing. Move to log and engage far prairie dogs walking, then standing. Move back to rock and engage middle prairie dogs walking, then standing. Finally, move back to stump and engage near prairie dogs walking then standing.

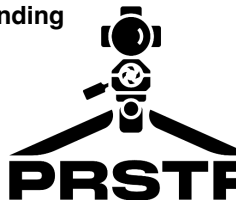
Targets

315 yards (288 meters) - Near Prairie Dog Walking and Standing

350 yards (320 meters) - Middle Prairie Dog Walking and Standing

405 yards (370 meters) - Far Prairie Dog Walking and Standing

Score_____



Stage 11 – Garmin Trailer TYL

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand, Behind Trailer

Shot	Position	Target	Distance (yards / meters)
1	1	TYL Large to Small (Hit or Miss)	505 yd / 462 m
2			
3			
4			
5			
6	2	TYL Large to Small (Hit or Miss)	
7			
8			
9			
10			

On command, shooter will build a position behind the fenders and engage TYL rack with one shot each big to small, hit or miss, move on. After 5 shots, move to front of trailer and engage TYL rack with one shot each big to small, hit or miss, move on.

Targets

505 yards (462 meters) - TYL Array

Score_____

GARMIN®

Stage 10 – Ballistically Speaking Rockin’ Diamonds

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Big Diamond	652 yd / 596 m
2		Small Diamond	
3	2	Big Diamond	
4		Small Diamond	
5	3	Big Diamond	
6		Small Diamond	
7	4	Big Diamond	
8		Small Diamond	
9	5	Big Diamond	
10		Small Diamond	

On command, shooter will build a position on any of the rocks and engage diamonds big, then small. Repeat the same sequence for one shot at each target from 5 separate rocks. No rock may be re-used.

Targets

652 yards (596 meters) - Big/Small Diamonds

Score _____



Stage 7 – Kestrel Ballistics Barrels of Bunnies

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Small Rabbit	385 yd / 352 m
2		Small Rabbit	433 yd / 396 m
3		Large Rabbit	464 yd / 424 m
4		Large Rabbit	529 yd / 484 m
5		Left Large Rabbit	474 yd / 433 m
6	2	Left Large Rabbit	474 yd / 433 m
7		Large Rabbit	529 yd / 484 m
8		Large Rabbit	464 yd / 424 m
9		Small Rabbit	433 yd / 396 m
10		Small Rabbit	385 yd / 352 m

On command, shooter may pick any of the three barrels and engage targets from right to left with one shot each for a total of 5 shots. Shooter will then move to a second barrel and engage targets from left to right with one shot each.

Targets (In order right to left)

385 yards (352 meters) - Small Rabbit

433 yards (396 meters) - Small Rabbit

464 yards (424 meters) - Large Rabbit

529 yards (484 meters) - Large Rabbit

474 yards (433 meters) - Left Large Rabbit

Score _____



Stage 8 – Bell Farming Company Big/Small

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Big Circle	500 yd / 457 m
2		Small Circle	500 yd / 457 m
3		Big Circle	600 yd / 549 m
4		Small Circle	600 yd / 549 m
5		Big Circle	700 yd / 640 m
6		Small Circle	700 yd / 640 m
7		Big Circle	800 yd / 732 m
8		Small Circle	800 yd / 732 m
9		Big Circle	900 yd / 823 m
10		Small Circle	900 yd / 823 m

On command, shooter may build a prone position and engage circle targets near to far, big then small with one shot each.

Targets

500 yards (457 meters) - Circles Big/Small

600 yards (549 meters) - Circles Big/Small

700 yards (640 meters) - Circles Big/Small

800 yards (732 meters) - Circles Big/Small

900 yards (823 meters) - Circles Big/Small

Score _____



Stage 9 – Caples Precision Pipe Rail

Round Count - 10

Time – 105 Seconds

Start Position – Port Arms, Mag in, Bolt Back, All Gear in Hand

Shot	Position	Target	Distance (yards / meters)
1	1	Near Circle	600 yd / 549 m
2		Middle Circle	700 yd / 640 m
3		Far Circle	800 yd / 732 m
4	2	Far Circle	800 yd / 732 m
5		Middle Circle	700 yd / 640 m
6		Near Circle	600 yd / 549 m
7	3	Near Circle	600 yd / 549 m
8		Middle Circle	700 yd / 640 m
9		Far Circle	800 yd / 732 m
10		Far Circle	800 yd / 732 m

On command, shooter will build a position on any rail height and engage targets with one shot each near, middle, then far. Move up or down a level and engage far, middle, near. Move to the final position (either up or down a level) and engage near, middle, far, far.

Targets

600 yards (549 meters) - Near Circle

700 yards (640 meters) - Middle Circle

800 yards (732 meters) - Far Circle

Score _____

