

Sleeping on the Job - #1 – Big Range

- Team will start at the 75-yard line
- Participant 1 will run to the 25-yard line, shoot and hit two plates and then return to the 75-yard line and tag next participant
- Participant 2 will run to the 20-yard line, shoot and hit two plates and return to the 75-yard line and tag next participant
- Participant 3 will run to the 15-yard line, shoot and hit two plates and return to the 75-yard line and tag next participant
- Participant 4 will run to the 10-yard line, shoot and hit two plates
 - Participant 4 will holster and grab the dummy, staged in the sked, and begin bringing him back to the 75-yard line
 - Once Participant 4 touches the sked all other teammates can run to help
- Time stops once the dummy is past the 75-yard line

This is my Rifle - #2 – Big Range

- Team will break down a rifle: *lower, upper, charging handle, bolt, and one empty mag*
 - Lower will be left at the assembly table at the 75-yard line
 - Upper will be placed at the 25-yard line
 - Bolt will be placed at the at 20-yard line
 - Charging handle will be placed at the 15-yard line
 - One empty mag at the 10-yard line
- Participants will start at the 75-yard line and run to one of the part locations and shoot the target
(Once target is hit; part is “unlocked”)
- Each participant will carry the un-locked part back to the assembly table and tag the next participant
(Participants will continue until all parts have been un-locked)
- The participant that unlocks the empty mag will have a pie plate array:
 - For every pie plate knocked down they will receive (1) rifle round.
 - If the team member knocks down the whole plate rack they will receive a full rifle magazine.
- Participant shooting the rifle must retrieve the parts from the table and assemble the rifle in the assembly area.
- Once the rifle is built and the rifle mag is brought to the assembly area, the rifle shooter can retrieve it and load the rifle
- Rifle shooter will have a target at 75 yards. First shot must be standing, if missed, second shot must be kneeling, if missed, third and any additional shots can be fired from the prone position
 - If rifle shooter is unable to hit the target they must return to 10-yard line and shoot the target for additional rifle rounds
- Time stops when the rifle shooter hits the target

- **Highs and Lows - #3 – MLEOTA Range**

- Teams will start at the 50-yard line
- Participant 1 will run up to the barricade and hit each color target from the corresponding colored position on the barricade with rifle
- Participant 1 will then transition to pistol and hit each color target from the corresponding colored position on the barricade with pistol
- Participant 1 will then run back to the 50-yard line and tag participant 2
- Participant 2 will repeat what participant 1 did until all participants (1-4) have finished the shooting portion
- Time stops when participant 4 is back at the starting box at the 50-yard line

Around the Block - #4 – MLEOTA Range

- Team will start at position 1 at the 50-yard line
- There will be 3 sandbags (40lbs., 60lbs., and 80lbs.)
- Participant 1 will shoot a target at 50 yards with rifle from position 1 then grab one of the sandbags (sandbag must not be touching the ground while moving locations)
- Participant 1 will move to position 2 and shoot a target at 25 yards with pistol
- Participant 1 will move to position 3 and shoot a target at 25 yards with pistol
- Participant 1 will move to position 4 and shoot a target at 50 yards with rifle
- Participant 1 will move to back to position 1 and tag participant 2
- Participant 2 will repeat what participant 1 did until all participants (1-4) have finished the shooting portion of the event
 - Each participant will have a different sandbag and 1 participant will not have a sandbag
- Time stops when participant 4 is back at position 1 at the 50-yard line

Rifle and Pistol Standards - #5 – FBI Range

BACK WHERE WE STARTED - Par: 14 Seconds

1 to the head rifle, bolt lock
Transition to pistol
1 to the body pistol, slide lock
Combat reload pistol
1 to the body pistol
Transition to rifle
Combat reload rifle
1 to the head rifle

5 BY 5 – Par: 12 seconds

1 to 1, 2, body, 4, 5 rifle
Transition to pistol
1 to 1, 2, body, 4, 5 pistol

FLUX CAPACITOR – Par: 10 seconds

1 to the head, body, 3, 6 rifle
Transition to pistol
1 to the head, body, 3, 6 pistol

SOUTHPAW TRANSITION – Par: 6 seconds

1 to the body pistol
Transition to rifle
1 to the head rifle, support side

DOUBLE DEADMAN – Par: 8 seconds

Attempt to fire rifle to the body
Load rifle
1 to the body rifle
Transition to pistol
Attempt to fire pistol to the head
Load pistol
1 to the head pistol

KOBE – #6 – Pie Plate Alley

- Team of 4 participants start with 8 bangs
- Each participant must toss and make 1 bang in tire before moving on
- If necessary, participants will have to retrieve bangs and run back to designated “throw line” until all 4 participants have made
- Once all 4 participants have made bangs, participants will shoot a steel target from:
 - 10 yards
 - 15 yards
 - 20 yards
 - 25 yards

Event rules:

- Participants must toss behind designated “throw line” (If crossed, participant will not receive any credit for a made toss)
- All 4 participants must be behind “throw line” while participant is tossing
- After 4 made bang tosses, each participant will run to the 10, 15, 20 and 25-yard markers (One behind the other in a file)
- Once shooter at the 10-yard marker hits, he rolls out and tags next shooter at the 15-yard marker (So on and so forth) (Targets must be shot in ascending order)
- Targets must remain down and cannot pop back up before shooter rolls out and tags next participant.
- Time stops on last hit from 25 yards.

Baggage Claim – #7 – Pie Plate Alley

- Team of 4 participants each begin with 4 pistol rounds
- 4 ammo buckets will be staged in shooters box (15-yard line)
- Participant 1 will approach shooters box and fire all 4 rounds at 4 pie plates
- If the participant successfully hits all 4 pie plates, he/she will run back to team staging area (40-yard marker) and tag the next participant
- If the participant misses, he/she must carry the corresponding number of ammo cans back to the next participant who will then have to take them back to the shooters box before they can begin to fire
- If participant 4 has any misses, he/she must take the corresponding ammo cans back to teammates at 40-yard marker who must then take them back to the shooters box. Once all cans are set back in the shooters box, time stops
- If participant 4 hits all 4 targets, time will stop on last hit

Event rules:

- Participants are only permitted 4 rounds of pistol ammunition per person
- Participants cannot leave team staging area (40-yard marker) until they have been tagged out
- All 4 participants must shoot the course of fire
- Only the participant shooting is allowed to carry ammo cans until participant 4 carries any ammo boxes back to team on the last leg of the event
- Targets must remain down to be counted as credit and cannot pop back up
- Time stops on last made hit or when all ammo boxes have been returned to shooters box

This is the End - #8 – Rifle Berms

- Team will be divided- LR (long range 200-yard line) and three AS (Additional Shooters down range)
- LR shooter will begin with all equipment in hand inside of a painted box approximately 50 yards from his shooting position
- AS will start inside their own box located down range.
- At the start, the LR shooter will move to a designated location at approximately 200 yards and engage one steal target painted to simulate a hostage and hostage taker
 - If the sniper hits the hostage or misses the target the retrieval team will receive additional instructions
- Once the sniper engages the target (hit or miss) the other three shooters will begin
- 1 AS will move to first barricade, engage two targets from two different positions, then move to a second barricade and repeat. At the second barricade the shooter will retrieve a dummy and return him to the start box (if the sniper engaged and hit the correct target the shooter will have one dummy, if the hostage is hit, the shooter will retrieve the dummy and break rotor)
- Once 1 AS has returned to the start box the second shooter will take the dummy back to its starting then begin working the targets back to the start box
- Once 2 AS returns to the start box the third shooter will work his way to the dummy engaging the targets, he will retrieve the dummy and return to the start box
- When all three shooters are back in the start box, along with the dummy, the LR will then re-engage the hostage target with one shot.
- Time will stop on last shot. If LR fails to hit the hostage taker a 30 second penalty will be added.