**TSO - 2025**



**Safety:**

**Safety is paramount and everyone´s responsibility. Anyone who observes an unsafe act or event, must/can call a “cease fire” (avbryt, eld upphör) at any time during the course of a match.**

**– All weapons are to be considered loaded at all time.**

**– Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all time.**

**– Don´t close the bolt until you´re in position and the have the rifle pointed towards the target.**

**– Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.**

**– The chamber flag must be in the camber until the RO tells you to remove it.**

**– Cheating equals match DQ.– Unsportsmanlike conduct may result in a warning, a stage DQ or match DQ. The assessment is up to the RO and/or the MD and not up for discussion.**

 

**Equipment/behavior:**

**This is going to be a great and fun day ☺.**

**Binoculars, spotting scopes, range finders and others gear can be used at all time.**

**It´s allowed to start the stage with tripods deployed.**

**The rifles must be placed in the designated area at each stage unless you´re the next shooter up.**

**It´s not allowed to load more rounds in your magazine then the announced maximum rounds for each stage. It´s ok to bring extra rounds/magazines.**

**All targets beyond 600m will be equipped with hit indicators.**

**Help your fellow shooters, especially new shooters, the best you can. Spread your knowledge ☺**

**“Hit to move” means = You must hit the first target before you move on to the next target. If you miss the first shot on the first target, you shall fire the second shot at first target.**

**If you have concerns regarding other shooters behavior, bring this up with the RO/MD as soon as possible. Not after the price ceremony.**

**“Get ready” Don’t waste all others time. Be prepared and ready when you’re the next shooter up. This is very important**

**Station 1 – Stage 1 – The good ol` barricade**

Number of rounds: 10

Range: 290m

Time: 120s

Target: 20cm

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, fire two shots from each of the four given positions. After the fourth position, reuse one of the earlier positions.

The target to the right is a spare.

**Station 1 - Stage 2 - Barrels…… and a drum**

Number of rounds: 12

Range: 290m

Time: 120s

Targets: 20cm and 15cm

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage the large target and then the small target with one round each from the three given positions. Then, redo the same course of fire again. **Hit or miss.** The targets to the right are spares.

 **Station 2 – Stage 3 – To your limit (or not)**

Max number of rounds: 12

Range: 330m - 528m

Time: 110s

Targets: 330m 20cm The target to the right is a spare

528m: 40cm, 25x25, 25cm, 20cm, 15cm, 10cm

Course of fire:

Shooter will start standing with the rifle in hand, magazine in, bolt open, at the designated spot.

At the timer beep, engage the targets, large to small at 528m rack. Between each hit at 528m, the shooter needs to take a shoot at the 330m target.

**Hit to move at 528m.**

**Hit or miss at 330m.**

**Station 2 – Stage 4 – Poles near the hole**

Number of rounds: 12

Range: 330m – 528m

Time: 110s

Targets: 20cm - 330m 40cm, 25x25cm - 528m (first and second target from the left)

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage the targets with three rounds from each position. Far, far, near (528 – 528 – 330) Use two poles first and then two positions from the stock.

**Hit or miss.**

 

**Station 3 – Stage 5 – Forrest fun**

Max number of rounds: 10

Range: 820m and 891m (measured from the first position)

Time: 110s

Targets: 60cm – 820m and 80x80cm – 891m (Hit indicators)

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage the near target with one round and then the far target with one round from each given position. Move to the next position after two shots fired. **Hit or miss.**

**Station 3 – Stage 6 – Got wood**

Max number of rounds: 10

Range: 815m and 886m

Time: 110s

Targets: 60cm – 815m and 80x80cm – 886m (Hit indicators)

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage the near target with one round and then the far target with one round from five of the seven given positions. Move to the next position after two shots fired. **Hit or miss.**

 

 

**Station 4 – Stage 7 – Los Angles**

Max number of rounds: 9

Range: 190m - 480m

Time: 110s

Targets: **1:** 10cm – 190m, **2:** 30cm – 445m, **3:** 30x30 cm - 480m

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage target **2** with three rounds from the first position, target **1** with three rounds from the second position and then target **3** with three rounds from position three.

**Hit or miss.**

The 190m targets to the right are spares.

**Station 4 – Stage 8 – PRS Stone Stage**

Max number of rounds: 10

Range: 430m – 485m (measured from position one)

Time: 110s

Targets: **1:** 25cm – 430m **2:** 30x30cm - 485m

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage target **1** and then with target **2** with one round each from the four given position. Then reuse pos. 3 for the last two rounds. Pos. 1,2,3,4,3 **Hit or miss.**

**On this stage each shooters time will be documented and used as a tie breaker if needed.**

 

**Station 5 – Stage 9 – Hilltop trail**

Max number of rounds: 16

Range: 295m - 780m

Time: 240s

Targets: Position 1: 50cm 780m (Hit indicator)

Position 2: **1**- 20cm (295m), **2** - 25cm (460m) and **3** - 30cm (520m)

Position 3: Boar **1** (360m), boar **2** (410m), and 40x40 cm (555m) ****

Course of fire:

Shooters will start standing with the rifle in hand, bolt open.

At the timer beep, engage the 780m target with four rounds.

Move position two and engage the targets near to far, far to near with one round each. (n-m-f-f-m-n)

Move to position three and engage the targets far to near, near to far with one round in each. (f-m-n-n-m-f).

**Hit or miss**.

Fun fact, it takes 35s ish, to walk from position one to position three.





**Station 6 – Stage 10 – Stoned**

Max number of rounds: 12

Range: 205m – 391m (measured from the first position)

Time: 120s

Targets: **1:** 205m **2:** 288m **3:** 344m **4:** 374m **5:** 391m **6:** 374m

Course of fire: Engage the targets in the order given below.

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets **1, 2, 3** with two rounds each from the first position. Move to the second position and engage targets **4, 5, 6** from. Don´t shoot the stone in front of the first position. **Hit or miss.**

**Station 6 – Stage 11 – Even more stoned**

Max number of rounds: 12

Range: 205m – 391m (measured from the first position)

Time: 120s

Targets: **1:** 205m **2:** 288m **3:** 344m **4:** 374m **5:** 391m **6:** 374m

Course of fire: Engage the targets in the order given below.

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage the targets **1, 2, 3, 4, 5, 6,** with one round each from the first position. Move to the second position and engage the targets **6, 5, 4, 3, 2, 1**. Don´t shoot the stone in front of the first position. **Hit or miss.**

 

**Competitors, this is very important:**

**Get ready…… quickly:**

* The shooter “next up” must be ready to enter the shooting location directly after the shooter ahead has finished shooting. Help each other within your group.

**Help your fellow competitor ☺ :**

* This is a competition but at the same time, a golden opportunity to make new friends. Help each other to make hits.

Our intention is to get our shooting community to grow. My ROs and spotters are here to help you and so am I.

**Best regards, Emil with crew.**