

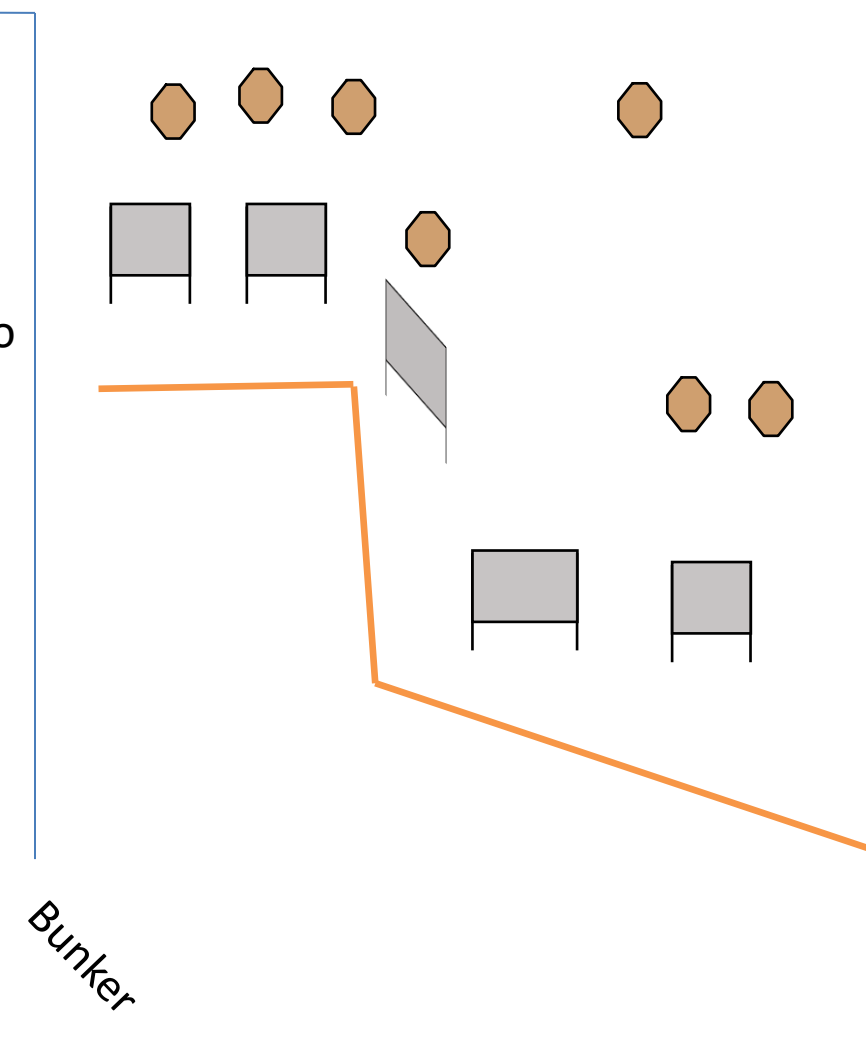
**Start position:** Standing on x, Rifle Staged at Tank Trap loaded with no more than 5 rounds, safety on. All ammo and grenade in Musette bag

**Stage Procedure:** On signal, retrieve rifle and ammo abandoned at the Tank Trap, from behind the trap engage clays then the Long-range steel 1 on round 2 on rectangle. Throw grenade from bag into bunker and then assault bunker.

**Rounds:** 13 or 22 rifle  
 Bolt action rifles only require 1 hit on each paper target.  
 Semi auto require two hits on each paper target.



Your Higgins boat hit sand bar and you ditched all you gear to keep from drowning. As you Crawl to shore you find a rifle and ammo at a tank trap. You may use the trap for support.

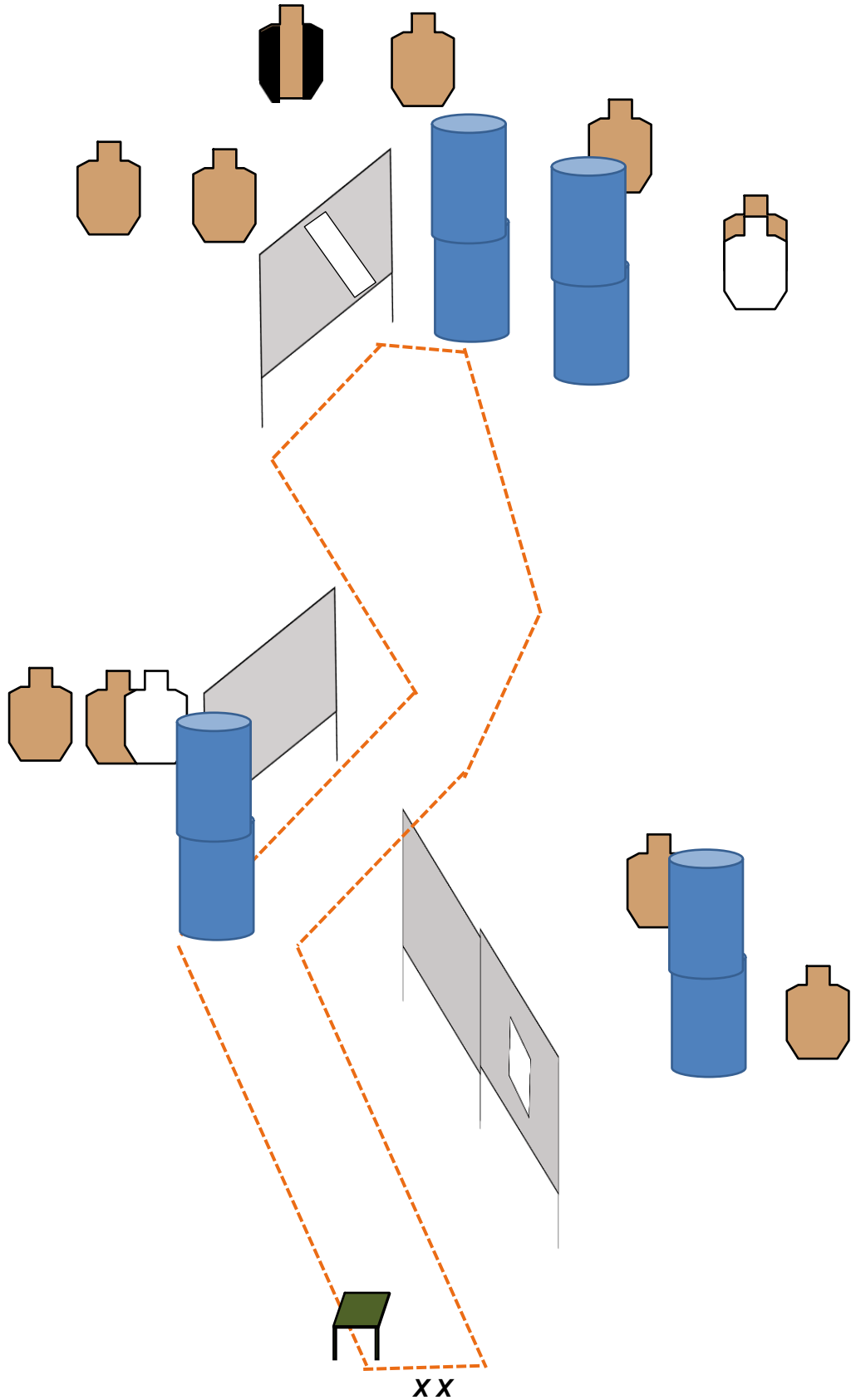


**Start position:** Standing outside shooting area, toes on marks. Pistol loaded on the table

**Stage Procedure:** On signal, engage paper with your pistol.

**Scoring:** Paper: 1 A/B or 2 anywhere.

**Rounds:** 20 Pistol



# 2023 ARC Vintage Rifle match

# ##\$% impacted the oscillating device

**Start position:** Outside shooting area, toes on marks. Handgun unloaded on table, Rifle unloaded and staged in FAP.

**Stage Procedure:** On signal, engage targets with a head, pepper poppers and Texas Star with pistol, and headless targets with rifle. Pistol will be abandoned in FAP empty.

**Scoring: Pistol** Paper: 1 A/B or 2 anywhere. Steel must fall  
Bolt action rifles only require 1 hit on each paper target.  
Semi auto require two hits on each paper target.

**Rounds:** 16 pistol, 10 or 20 rifle

