



and



present the

## 2012 SNIPERSHIDE CUP

*READ THIS ENTIRE DOCUMENT – YOU WILL BE HELD RESPONSIBLE FOR IT*

Welcome! The 2012 SNIPERSHIDE CUP is a non-standard contest that examines practical shooting skills including target recognition, ranging, wind doping, marksmanship, and combat-style pistol shooting. It is designed to test a competitor's skills shooting rifle and pistol in practical challenges in the natural terrain using what gear he can carry the whole time.

Please read this packet in its entirety; it contains vital information about the rules, procedures, and scoring for the match. You will be held responsible for knowing it.

1. Notice of Safety and Emergency Information
2. Safety Rules
3. Match Overview - Procedures - Scoring
4. List of Safety, Equipment, and Penalty Rules
5. Specific Stage Descriptions
6. Match schedule
7. Map

Please pay attention to the information at the mandatory Shooters' Meeting on Wed at 5:30 PM. Specific stage briefings presented by the range officers will supersede information in this packet on a stage-by-stage basis.

### STAFF

Zak Smith, Match Director

Frank Galli, Promoter - SNIPERSHIDE

Ray Sanchez, Assistant Match Director

# SAFETY NOT GUARANTEED

*By participating in this event, you acknowledge the following:*

This event is a potentially hazardous activity.

I am competing with full knowledge of all potential risks and injuries. I will not attempt this event unless I am medically able and properly conditioned and trained for the level of competition that I aspire to. I also know that, although, some safety protection via course officials will be provided, there can be many hazards on the course route.

I know that firearms are inherently dangerous. I understand that this event involves shooting throughout the property, outside of a "square range" environment, while moving through the terrain, and that this format has increased risks compared to range shooting. I understand that safety is not guaranteed. I understand that I bear responsibility for my own safety and to prevent causing harm to others.

I also assume any and all other risks associated with this event including but not limited to falls, contact with other participants, the affects of weather, including high heat and dehydration, snakes, etc.

I am voluntarily assuming the risks of participation with knowledge of the inherent dangers involved, and hereby agree to accept any and all risks of injury or death associated with such activities. I understand that this event may cause serious injury or death.

## EMERGENCY INFORMATION

The nearest hospital is Memorial Hospital at 111 S. 5th Street in Douglas. Most mobile phones will work on the EAST side of the range property, near stage complexes D and E. The range is located on Wagon Hound Road near the Willis Ranch.

STAY HYDRATED! Temperatures will likely be over 90 F and your body will be working hard to stay cool while you hike and shoot. Altitude accelerates dehydration! You will need to drink at least 2-3 liters of water per day to prevent injury. Do not get behind on your water intake. If you have to wait, find a shady spot. If you need help, let another competitor or staff member know ASAP.

BE CAREFUL AND BE SAFE.

## HOST RANGE RULES

Nomad Long Range LLC has negotiated use of this private ranch for us to use for the 2012 SNIPERSHIDE CUP. The landowners live here and work the land. It is imperative that everyone here for the match treat the property with care and follow a few rules:

1. **ABSOLUTELY NO SMOKING.** The only place you can smoke is inside your closed vehicle.
2. **ABSOLUTELY NO LITTERING.**
3. **PARK ONLY IN DESIGNATED PARKING AREAS.**
4. **NO PARKING ON THE ROAD.**
5. **ABSOLUTELY NO SHOOTING ANY LIVE ANIMALS.**

Anyone who breaks these rules will be DQ'd from the match and ejected from the property.

## GLOBAL SAFETY RULES

The four universal rules of gun safety will be followed at all times. (1) Treat all firearms as if there were loaded. (2) Keep your finger off the trigger until you are on-target and ready to shoot. (3) Never point a firearm at anything you are not willing to destroy. (4) Be sure of your target and what is beyond it.

This match and the host range have zero-tolerance policies on "sweeping" (violation of #3 – "destroy"). This means that if you sweep or cover someone with the muzzle of any firearm, you may be disqualified from the match and asked to leave, with no refunds.

This match has shooters spread out all over the property to maximize the awesomeness of the stages. As such, muzzle awareness and control and knowledge of safe directions is critical. There is no 180 degree safe zone! Rifles may only be loaded upon RO command and **LOADED RIFLES MAY ONLY BE POINTED AT THE TARGET ARRAY FOR THE STAGE YOU ARE CURRENTLY SHOOTING.**

We have set up this match to be safe for everyone as long as you stay in the designated staging and shooting areas and point your firearms only in designated safe directions. While traveling between stages, your rifle must be unloaded (no magazine and chamber empty) and carried straight up or down. While in a wait area prior to a stage, you may set down your rifle (action open) in a safe direction (that is, nobody downrange of your muzzle). While shooting a stage, your rifle may only be pointed at the target array

between the left/right lateral limit flags.

You will only be engaging targets that are facing you - in other words, they are at a 90-degree angle to the bullet path. If you see a target that is angled or facing you edgewise, then it is a target for a different stage. **DO NOT ENGAGE.**

Pistols must be unloaded at all times, unless otherwise directed by a Range Officer. They must be either secured in a holster or fully enclosed in a case. You may not handle a pistol unless you are inside your vehicle or are under the direct supervision of and commanded to do so by a Range Officer. Unloaded pistols must have an empty chamber, no magazine present, and the hammer or striker in the down position— just like a USPSA/IPSC match.

At the DEMO/KD/SIGHT-IN range, nobody can go downrange for any reason unless a person acting as a range officer has called the line cold, cleared all firearms, and stays present until anyone downrange is back and the range is cleared to go hot. No person may handle any firearms on the line while the DEMO/KD/SIGHT-IN area is cold.

## MATCH OVERVIEW

The 2012 SNIPERSHIDE CUP consists of 15 stages broken down into 5 **complexes**. Each complex has 3 **stages**. Each stage has 10 possible rifle target engagements, or an equivalent combined number of rifle plus pistol target engagements.

Complexes are designated “A” through “E”, starting with Complex A near the check-in area at the west end of the property on Wagon Hound Road. See the map for the locations of Complexes A – E. Each stage will be marked with a sign with the Complex and Stage number, for example: A1, A2, A3, B1, B2, etc.

Competitors will be split into five **groups** of approximately 20 shooters. Each group will shoot one complex in a half-day block of time (morning or afternoon), and then rotate through the complexes each subsequent half-day. While at a single complex, the shooters in each group will be divided into three **squads** of approximately 6-7 shooters and will rotate through each of its three stages. (The squad breakdown and ordering changes every half day so the same people aren’t always first.)

For example, if you are assigned to Complex A / Stage 2 (Stage A-2) 7:00 AM Thursday, and you are #5 of 7 in your squad for this complex, you would report to the Staging Area for A-2 at 7:00 AM, ready to shoot.

You will stay in the staging area until you are called up to the first shoot position by the RO. In the example, the first four shooters would go before you, and then you’d be called up to the shoot position. The RO will give you very brief information and you will commence to shoot the stage.

Once finished, you will gather up all your stuff and proceed directly to the next staging area, in this example, the staging area for A-3. You’ll wait until it’s your turn again, shoot the stage, and then proceed directly to the last staging area (A-1), and then shoot the stage when it’s your turn. **YOU MAY NOT RETURN TO A STAGING AREA FOR A STAGE YOU’VE ALREADY SHOT.** When finished with all stages at a given complex, you may return to your vehicle.

Please consult the attached group/squad list and report to your assigned complex and stage at the assigned times.

Each stage may have one or two rifle shooting positions. At two-position stages, the same set of 5 rifle targets will be engaged from both position 1 and position 2, to comprise a total of 10 rifle target engagements.

## STAGE PROCEDURE

Report to your first assigned Complex/Stage at the assigned time. Go to the staging area for your stage. You must remain in the staging area until it is your turn (see squad/schedule list). **This is your time to look for targets, range them, make a range card, prepare, etc.** Your rifle must remain outside the staging area and pointed in a safe direction downrange while you are waiting. While you are in the staging area for your next stage, you may do whatever you want other than handle your rifle (which is outside the staging area.)

You may not leave the staging area while waiting for your turn to shoot the stage. If you are not present and ready when your shooter number is called, you may “zero” that stage. As your turn approaches, make sure you are ready — delays will not be tolerated.

**No person may go past the staging areas until it is their turn and they have been called up to the shoot position by the RO. Any person who is found past the staging areas or at the shoot positions prior to their time may get a stage zero or a match DQ.**

Each rifle stage has either one or two rifle shooting positions. Each position will be marked with a stake in the ground or a painted spot on a rock. At the first rifle position, there will be limit flags visible that will demarcate the left and right limits of the targets. **While standing on or over the first rifle shooting position marker, the targets are visible between the left and right limit flags.** Targets outside of the limit markers are for a different stage.

If a stage has one position, you must engage all the targets from that position. If a stage has two positions, you must engage the targets from both the first and second positions. *There are no limit flags at the second position — engage the same targets as the first position.*

You may not retreat with your rifle from position 2 to position 1. If you forget something at position one, you may run back and get it.

You must be within arms-reach of the shooting spot when you engage targets. This means that the RO may ask you to touch the spot with your hand (either). The only exception is that you may shoot from a standing position on the spot provided at least one foot is touching the painted spot or stake.

You may engage the rifle targets in any order; however, **it is your responsibility to effectively communicate which target you are engaging to the RO.** The RO will give you the benefit of the doubt, but his decision is final if it was a hit or a miss.

At the majority of the stages, the RO will call you up to the shoot position and then start time once he has pointed out the positions, limit flags, and any pistol targets. In these cases, the RO will give you a command to load and make ready at the position and then time will start. He will not wait while you get ready. It is your responsibility to be ready to go when you arrive at the shoot position.

At several stages, the time will start with you still in the staging area and your movement to the first shoot position will be done on the clock. At these stages, you may load as soon as you get to the first position (the RO will point out the positions as you arrive).

**The time limit for every stage is 5 minutes.** You may not shoot after the RO calls time. You may ask the RO for the amount of time left.

If a target breaks and the steel plate is on the ground then the shooter is to re-engage the target nearest to the down target twice, but not twice in a row. If there is a transient safety issue downrange (such as a cow in the bullet path), the RO is to pause the shooter momentarily until it is safe. Do not delay more than 5 minutes. Notify the Match Director of down targets or any other stage problems as soon as possible.

You must have your pistol holstered during all stages on Complex A and C because they contain pistol stages. You do not have to have your pistol on the other complexes.

On stage A-1, you will engage rifle, then pistol, then rifle targets. After the first rifle position, the rifle must be completely unloaded (no magazine, no rounds, empty chamber) and slung or carried while keeping muzzle discipline; the pistol will then be loaded while on the clock and the pistol targets may be engaged; before transitioning back to rifle, the pistol must be completely unloaded and either holstered or grounded downrange.

On stage C-2, you will engage pistol targets and then a rifle position. The rifle will start unloaded and may only be loaded after the pistol has been completely unloaded and holstered or grounded.

## SCORING - RIFLE STAGES

Each rifle target engagement will earn one point for a first-round hit. If the first shot fired is a miss, the shooter may elect to immediately take a second shot; if hit, this shot is worth 1/2 point. If the shooter elects to take a second shot at a target after a miss, he may not shoot at any other targets between the 1st and 2nd shot on the missed target. If the first shot is a hit and 1 point is earned, the shooter may *not* shoot a second time at that target. **You may not “come back to” a target you shot once at and missed. If you are going to re-engage a missed target with a second round, it has to be right after the first round.**

**If you are going to take a second shot after a first-round, miss, you must tell the RO that you are “RE-ENGAGING TARGET” so he knows to track the same target again.**

**On Complex E, you may only engage each target with one round. NO SECOND ROUND ENGAGEMENTS ON COMPLEX E.**

Pistol targets may be engaged with an unlimited number of rounds. Each steel pistol target hit is worth 1/2 point. Any cardboard targets for pistol must be neutralized; a non-neutralized cardboard pistol target is a penalty of negative 1/2 point. To neutralize a cardboard target with pistol, the target must have any of the following:

1. 1x A-zone hit,
2. 2x B-zone+ or C-zone+ hit, or
3. 3x D-zone+ hit.

For example, if there is 1 C-zone hit and 2 D-zone hits, that would fall under case 3 and the target would be scored as neutralized. Bullets holes must break the perforation (“perf”) line to count as the better zone.

If the sum of penalties of negative points on any stage gives an overall stage score less than zero, the stage score will be rounded up to zero so as to not adversely affect the other stage scores.

Time is not a factor in scoring for rifle and rifle+pistol stages. As long as you finish within the 5-minute time limit, there are no time related penalties. If your time expires, there are no penalties– you just failed to get the opportunity to shoot at the rest of the targets and potentially gain those points.

## **SCORING - PISTOL STAGE (C-1)**

Stage C-1 is for pistol only. This stage will be scored like a 3-Gun stage: your score is your time in seconds to complete the stage plus 5 seconds per penalty (including FTN, FTE, procedural, etc).

The best net time for this stage will get 10 match points and every other time will get a fraction of 10 points based the proportions of the times. For example, if the fastest net time is 60 seconds and you shoot it in 120 seconds, you would get 5 match points from the stage.

## **OVERALL MATCH SCORING**

Each stage is worth up to 10 points. Stage scores will be summed together to make the match score. The maximum possible overall match score is 150 points.

The tie breaker will be the score on stage C-3, except that if there is a tie for first place, there will be a shoot off on the demo range. The format of the shoot off will be determined by the Match Director.

## **SCORE SHEETS**

It is your responsibility to bring a score sheet with you to every stage. Do not lose your score sheets!

Upon completion of a stage, review and then sign the score sheet. Make sure your name, shooter number, stage number, and score are correct and legible before signing. These are your responsibility.

Leave your score sheet for a given complex with the RO on your third (last) stage on that complex. It is your responsibility to make sure an RO on the complex has your score sheet for that complex.

## STAGE DESCRIPTIONS

### COMPLEX A

| Stage | Rifle | Pistol | Positions | Rifle Targets | Time Starts    | Notes                          |
|-------|-------|--------|-----------|---------------|----------------|--------------------------------|
| A-1   | YES   | YES    | 2         | 5             | first position | pistol paper between positions |
| A-2   | YES   | NO     | 2         | 5             | staging area   |                                |
| A-3   | YES   | NO     | 2         | 5             | staging area   |                                |

### COMPLEX B

| Stage | Rifle | Pistol | Positions | Rifle Targets | Time Starts    | Notes |
|-------|-------|--------|-----------|---------------|----------------|-------|
| B-1   | YES   | NO     | 2         | 5             | staging area   |       |
| B-2   | YES   | NO     | 1         | 10            | first position |       |
| B-3   | YES   | NO     | 1         | 10            | first position |       |

### COMPLEX C

| Stage | Rifle | Pistol | Positions | Rifle Targets | Time Starts    | Notes                            |
|-------|-------|--------|-----------|---------------|----------------|----------------------------------|
| C-1   | NO    | YES    | -         | -             | first position | all steel for pistol             |
| C-2   | YES   | YES    | 1         | 5             | first position | pistol steel then rifle position |
| C-3   | YES   | NO     | 1         | 10            | first position |                                  |

*Note: stage C-2 has no rifle targets past 500 yards. Also on stage 2, no more than 3 pistol targets may be engaged from any one "area." RO will explain. C-1 has 16 pistol targets.*

### COMPLEX D

| Stage | Rifle | Pistol | Positions | Rifle Targets | Time Starts    | Notes |
|-------|-------|--------|-----------|---------------|----------------|-------|
| D-1   | YES   | NO     | 2         | 5             | first position |       |
| D-2   | YES   | NO     | 2         | 5             | first position |       |
| D-3   | YES   | NO     | 1         | 10            | first position |       |

### COMPLEX E

| Stage | Rifle | Pistol | Positions | Rifle Targets | Time Starts    | Notes            |
|-------|-------|--------|-----------|---------------|----------------|------------------|
| E-1   | YES   | NO     | 2         | 5             | first position | First round only |
| E-2   | YES   | NO     | 1         | 10            | first position | First round only |
| E-3   | YES   | NO     | 2         | 5             | first position | First round only |

# Match Rules

## 1 Safety

1. Violation of any safety rule will result in match disqualification (DQ).
2. USPSA safety rules are the baseline for safety at this match.
3. Competitors shall practice good muzzle control and firearm safety at all times. Competitors that do not handle their weapons safely will be disqualified from competing further in the match with no refund of match fees.
  - (a) Do not ever allow the muzzle of your weapons to point at anyone.
  - (b) Do not load your weapons until directed to do so by a range officer.
  - (c) Do not put your finger on the trigger until your sights are aligned with your target.
  - (d) Obey all Range Officer commands immediately.
4. In addition to the USPSA definition of an *Accidental Discharge*, the stage RO may call an A.D. using his own judgement. Example: if the competitor was not engaging a target on purpose. Any round that does not impact within 10 yards of the target the competitor is engaging is declared to be an AD and shall result in a match DQ.
5. The entire competition area is a "cold range."
  - (a) No firearms may be loaded at the match site except under the direct command of a RO.
  - (b) Long-guns shall be kept unloaded in fully-enclosed cases, and carried muzzle up or muzzle down and the action open.
  - (c) "Sweeping" any person with a weapon's muzzle will result in immediate D.Q.
6. All firearms must have a functioning safety, subject to verification by an RO at any time. (A pistol that has not had any factory safety devices disabled will be considered to have a safety for the purpose of this rule.)
7. Any firearm or ammunition deemed by any RO or match staff to be "unsafe" for any reason may not be used in the match until a determination is made by the match director that it may continue
8. Any firearm that can be demonstrated by any RO or match staff to have a hammer/striker that will fall without the trigger being pressed shall be deemed unsafe and may not be used in the match until repaired.
9. Any rifle slung must have an empty chamber, unless directed by the stage RO.
10. No person shall consume or be under the influence of alcohol or non-prescription drugs at the match site. Any person found to be impaired and unsafe as a result of legitimate prescription drugs may be directed to stop shooting and requested to leave the range.
11. Eye and ear protection is mandatory.
12. This match includes dynamic shooting in natural terrain. Match staff will communicate what are safe directions to point firearms while shooting, or while waiting. This will typically be presented during a stage or match briefing. The competitor shall note and obey the safe muzzle direction guidelines.

## 2 Equipment

1. Rifle
  - (a) Minimum caliber: .243/6mm
  - (b) Maximum caliber: .338 Lapua Magnum
  - (c) Maximum muzzle velocity: 3200fps
  - (d) Ammunition subject to verification by chronograph at any time
2. Pistols
  - (a) Minimum caliber: 9mm Luger. Maximum muzzle velocity 1400 fps.
  - (b) Must be carried in a holster that will retain the pistol during vigorous activity.
  - (c) Holster must be "mounted" to your person only. Cross-draw and "small of back" configurations are not allowed regardless of where the holster is mounted. Drop-thigh holsters are permitted if they are of the retention type only.
  - (d) Pistol must be in safe operating condition
  - (e) Pistol must not exceed USPSA's "Limited" division specifications.
3. When selecting your rifle cartridge, keep in mind that the majority of targets will be reactive armor steel plates. If your load does not have enough momentum to cause a hit indication that is detectable by a spotter, your shot will be counted as a miss. For reference, .243 is known to have acceptable target indication for rifle.
4. Any shooting accessories may be used provided they are carried by the competitor during every stage. Accessories include but are not limited to:
  - (a) bipods, bags, shooting sticks, slings, jackets, gloves, or other shooting support devices
  - (b) optics such as spotting scopes, binoculars, and range-finders
5. The competitor may use only one rifle during the course of the entire match. A rifle is defined to consist of a specific combination of receiver/action, stock, barrel, muzzle devices, sighting systems.

6. Ammunition and magazines may be replenished at any time.
7. Ammunition that must be "fired" to be unloaded once chambered is declared to be unsafe and may not be used in this match. All firearms must be able to be completely unloaded without firing a round.
8. No steel core, steel jacketed, armor piercing, incendiary or tracer bullets are permitted.
9. In the event a weapon breaks or becomes inoperable during the match, the shooter may substitute a weapon of substantially similar configuration for subsequent stages, *but only after approval by the Match Director*.
10. Any competitor violating Equipment Rules will be subject to scoring and/or monetary penalties. Fines will be assessed if target damage occurs due to: forbidden bullet types (AP, steel, tracer, etc); disallowed calibers; or exceeding the muzzle velocity limits.

### 3 PENALTIES

1. *Pistol Targets Only*: A failure to engage (FTE) penalty will be assessed for every target not engaged by the time the competitor moves past the target's shoot position. The competitor may not back up. The RO determines and has final say if shooter engaged a target or not. There are no FTE penalties for rifle targets.
2. A procedural penalty will be assessed for failure to follow directions. One penalty will accrue for each instance of behavior that gave the shooter an advantage.
3. Penalties will cause -1 points to be applied to the stage score per infraction for point-based, and +5 seconds for time-based stages.
4. The match director may apply scoring penalties up to full match disqualification for match disruptions caused by competitors or individuals in their party, on his discretion alone.
5. The Match Director has the right to disqualify any competitor for *Unsportsmanlike Conduct* based on his judgement.
6. This is an individual match. Any attempts to communicate with or help the shooter against instructions by match staff or any cheating will be met with penalties up to match disqualification for all parties involved.

### SCHEDULE

#### WEDNESDAY

0800-1700 MANDATORY SIGN-IN and SPONSOR DEMO DAY

1730-1800 MANDATORY SHOOTERS' MEETING

#### THURSDAY

0700 Report to scheduled morning stage and begin shooting.

1200 Report to scheduled afternoon stage and begin shooting.

#### FRIDAY

0700 Report to scheduled morning stage and begin shooting.

1200 Report to scheduled afternoon stage and begin shooting.

#### SATURDAY

0700 Report to scheduled stages and begin shooting.

1300 Convene for awards and prize table

*The timing has been advanced to make best use of daylight hours and minimize exposure during the hottest hours of the day.*



# TIMETABLE ASSIGNMENTS

Use your shooter number from sign-in to determine your Group Number.

- Group 1: Shooter # 1-20
- Group 2: Shooter # 21-40
- Group 3: Shooter # 41-60
- Group 4: Shooter # 61-80
- Group 5: Shooter # 81-100

Skip to the schedule section for your group and study your assigned Complex and Stage assignments.

For "AM" stages, arrive ready to shoot the Complex/Stage assigned at 7:00 AM (0700).

For "PM" stages, arrive ready to shoot the Complex/Stage assigned at 12:00 PM (1200).

You will report to your *starting stage* for the complex, and then rotate through the other two stages in that complex in order. Example: 1-2-3. 2-3-1. 3-1-2.

For example, if you were Shooter # 19 in Group 1, on Thursday morning at 0700 you would report to Complex A, Stage 2 (A-2) and wait in the A-2 Staging Area. You would be second in line to shoot Stage A-2 (after shooter # 6), and shooter # 2 would follow you. After you finished shooting A-2, you would proceed directly to the Staging Area for A-3, then again A-1.

Continuing the example for Shooter # 19, on Thursday afternoon at 1300, you would report to B-1, and you would be 4th in line to shoot B-1, after which you would report to B-2, and then B-3.

You can determine who is up next by keeping this schedule with you and ask the other shooters in your staging area their respective shooter numbers.

Note that some shooter numbers are unassigned– if the shooter "ahead" of you in the stage order is an unassigned number, then follow the preceding shooter number.

| <b>GROUP 1 SHOOTERS</b> |                         | <b>1</b>   | <b>through</b> |            |            |            |            |            | <b>20</b> |
|-------------------------|-------------------------|------------|----------------|------------|------------|------------|------------|------------|-----------|
| <b>THURSDAY AM</b>      | <b>COMPLEX A</b>        |            |                |            |            |            |            |            |           |
|                         | <b>ORDER</b>            | <u>1st</u> | <u>2nd</u>     | <u>3rd</u> | <u>4th</u> | <u>5th</u> | <u>6th</u> | <u>7th</u> |           |
|                         | <b>START AT STAGE 1</b> | SHOOTER 11 | 12             | 13         | 16         | 5          | 14         | 9          |           |
|                         | <b>START AT STAGE 2</b> | SHOOTER 6  | 19             | 2          | 4          | 17         | 3          | 8          |           |
|                         | <b>START AT STAGE 3</b> | SHOOTER 1  | 7              | 18         | 10         | 15         | 20         |            |           |
| <b>THURSDAY PM</b>      | <b>COMPLEX B</b>        |            |                |            |            |            |            |            |           |
|                         | <b>ORDER</b>            | <u>1st</u> | <u>2nd</u>     | <u>3rd</u> | <u>4th</u> | <u>5th</u> | <u>6th</u> | <u>7th</u> |           |
|                         | <b>START AT STAGE 1</b> | SHOOTER 5  | 6              | 9          | 19         | 3          | 2          | 17         |           |
|                         | <b>START AT STAGE 2</b> | SHOOTER 13 | 1              | 15         | 16         | 11         | 10         | 7          |           |
|                         | <b>START AT STAGE 3</b> | SHOOTER 8  | 12             | 4          | 20         | 18         | 14         |            |           |
| <b>FRIDAY AM</b>        | <b>COMPLEX C</b>        |            |                |            |            |            |            |            |           |
|                         | <b>ORDER</b>            | <u>1st</u> | <u>2nd</u>     | <u>3rd</u> | <u>4th</u> | <u>5th</u> | <u>6th</u> | <u>7th</u> |           |
|                         | <b>START AT STAGE 1</b> | SHOOTER 4  | 6              | 19         | 11         | 15         | 5          | 16         |           |
|                         | <b>START AT STAGE 2</b> | SHOOTER 12 | 7              | 17         | 14         | 8          | 20         | 13         |           |
|                         | <b>START AT STAGE 3</b> | SHOOTER 18 | 1              | 2          | 3          | 9          | 10         |            |           |
| <b>FRIDAY PM</b>        | <b>COMPLEX D</b>        |            |                |            |            |            |            |            |           |
|                         | <b>ORDER</b>            | <u>1st</u> | <u>2nd</u>     | <u>3rd</u> | <u>4th</u> | <u>5th</u> | <u>6th</u> | <u>7th</u> |           |
|                         | <b>START AT STAGE 1</b> | SHOOTER 19 | 9              | 20         | 8          | 1          | 12         | 6          |           |
|                         | <b>START AT STAGE 2</b> | SHOOTER 7  | 11             | 4          | 2          | 5          | 18         | 10         |           |
|                         | <b>START AT STAGE 3</b> | SHOOTER 3  | 17             | 13         | 14         | 15         | 16         |            |           |
| <b>SATURDAY AM</b>      | <b>COMPLEX E</b>        |            |                |            |            |            |            |            |           |
|                         | <b>ORDER</b>            | <u>1st</u> | <u>2nd</u>     | <u>3rd</u> | <u>4th</u> | <u>5th</u> | <u>6th</u> | <u>7th</u> |           |
|                         | <b>START AT STAGE 1</b> | SHOOTER 13 | 9              | 15         | 12         | 7          | 4          | 11         |           |
|                         | <b>START AT STAGE 2</b> | SHOOTER 2  | 16             | 1          | 5          | 20         | 8          | 19         |           |
|                         | <b>START AT STAGE 3</b> | SHOOTER 17 | 10             | 18         | 6          | 14         | 3          |            |           |

## GROUP 2 SHOOTERS 21 through 40

| THURSDAY AM | COMPLEX B        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 31  | 32  | 33  | 36  | 25  | 34  | 29  |
|             | START AT STAGE 2 | SHOOTER | 26  | 39  | 22  | 24  | 37  | 23  | 28  |
|             | START AT STAGE 3 | SHOOTER | 21  | 27  | 38  | 30  | 35  | 40  |     |

| THURSDAY PM | COMPLEX C        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 25  | 26  | 29  | 39  | 23  | 22  | 37  |
|             | START AT STAGE 2 | SHOOTER | 33  | 21  | 35  | 36  | 31  | 30  | 27  |
|             | START AT STAGE 3 | SHOOTER | 28  | 32  | 24  | 40  | 38  | 34  |     |

| FRIDAY AM | COMPLEX D        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 24  | 26  | 39  | 31  | 35  | 25  | 36  |
|           | START AT STAGE 2 | SHOOTER | 32  | 27  | 37  | 34  | 28  | 40  | 33  |
|           | START AT STAGE 3 | SHOOTER | 38  | 21  | 22  | 23  | 29  | 30  |     |

| FRIDAY PM | COMPLEX E        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 39  | 29  | 40  | 28  | 21  | 32  | 26  |
|           | START AT STAGE 2 | SHOOTER | 27  | 31  | 24  | 22  | 25  | 38  | 30  |
|           | START AT STAGE 3 | SHOOTER | 23  | 37  | 33  | 34  | 35  | 36  |     |

| SATURDAY AM | COMPLEX A        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 33  | 29  | 35  | 32  | 27  | 24  | 31  |
|             | START AT STAGE 2 | SHOOTER | 22  | 36  | 21  | 25  | 40  | 28  | 39  |
|             | START AT STAGE 3 | SHOOTER | 37  | 30  | 38  | 26  | 34  | 23  |     |

## GROUP 3 SHOOTERS 41 through 60

| THURSDAY AM | COMPLEX C        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 51  | 52  | 53  | 56  | 45  | 54  | 49  |
|             | START AT STAGE 2 | SHOOTER | 46  | 59  | 42  | 44  | 57  | 43  | 48  |
|             | START AT STAGE 3 | SHOOTER | 41  | 47  | 58  | 50  | 55  | 60  |     |

| THURSDAY PM | COMPLEX D        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 45  | 46  | 49  | 59  | 43  | 42  | 57  |
|             | START AT STAGE 2 | SHOOTER | 53  | 41  | 55  | 56  | 51  | 50  | 47  |
|             | START AT STAGE 3 | SHOOTER | 48  | 52  | 44  | 60  | 58  | 54  |     |

| FRIDAY AM | COMPLEX E        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 44  | 46  | 59  | 51  | 55  | 45  | 56  |
|           | START AT STAGE 2 | SHOOTER | 52  | 47  | 57  | 54  | 48  | 60  | 53  |
|           | START AT STAGE 3 | SHOOTER | 58  | 41  | 42  | 43  | 49  | 50  |     |

| FRIDAY PM | COMPLEX A        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 59  | 49  | 60  | 48  | 41  | 52  | 46  |
|           | START AT STAGE 2 | SHOOTER | 47  | 51  | 44  | 42  | 45  | 58  | 50  |
|           | START AT STAGE 3 | SHOOTER | 43  | 57  | 53  | 54  | 55  | 56  |     |

| SATURDAY AM | COMPLEX B        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 53  | 49  | 55  | 52  | 47  | 44  | 51  |
|             | START AT STAGE 2 | SHOOTER | 42  | 56  | 41  | 45  | 60  | 48  | 59  |
|             | START AT STAGE 3 | SHOOTER | 57  | 50  | 58  | 46  | 54  | 43  |     |

## GROUP 4 SHOOTERS 61 through 80

| THURSDAY AM | COMPLEX D        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 71  | 72  | 73  | 76  | 65  | 74  | 69  |
|             | START AT STAGE 2 | SHOOTER | 66  | 79  | 62  | 64  | 77  | 63  | 68  |
|             | START AT STAGE 3 | SHOOTER | 61  | 67  | 78  | 70  | 75  | 80  |     |

| THURSDAY PM | COMPLEX E        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 65  | 66  | 69  | 79  | 63  | 62  | 77  |
|             | START AT STAGE 2 | SHOOTER | 73  | 61  | 75  | 76  | 71  | 70  | 67  |
|             | START AT STAGE 3 | SHOOTER | 68  | 72  | 64  | 80  | 78  | 74  |     |

| FRIDAY AM | COMPLEX A        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 64  | 66  | 79  | 71  | 75  | 65  | 76  |
|           | START AT STAGE 2 | SHOOTER | 72  | 67  | 77  | 74  | 68  | 80  | 73  |
|           | START AT STAGE 3 | SHOOTER | 78  | 61  | 62  | 63  | 69  | 70  |     |

| FRIDAY PM | COMPLEX B        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 79  | 69  | 80  | 68  | 61  | 72  | 66  |
|           | START AT STAGE 2 | SHOOTER | 67  | 71  | 64  | 62  | 65  | 78  | 70  |
|           | START AT STAGE 3 | SHOOTER | 63  | 77  | 73  | 74  | 75  | 76  |     |

| SATURDAY AM | COMPLEX C        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 73  | 69  | 75  | 72  | 67  | 64  | 71  |
|             | START AT STAGE 2 | SHOOTER | 62  | 76  | 61  | 65  | 80  | 68  | 79  |
|             | START AT STAGE 3 | SHOOTER | 77  | 70  | 78  | 66  | 74  | 63  |     |

## GROUP 5 SHOOTERS 81 through 100

| THURSDAY AM | COMPLEX E        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 91  | 92  | 93  | 96  | 85  | 94  | 89  |
|             | START AT STAGE 2 | SHOOTER | 86  | 99  | 82  | 84  | 97  | 83  | 88  |
|             | START AT STAGE 3 | SHOOTER | 81  | 87  | 98  | 90  | 95  | 100 |     |

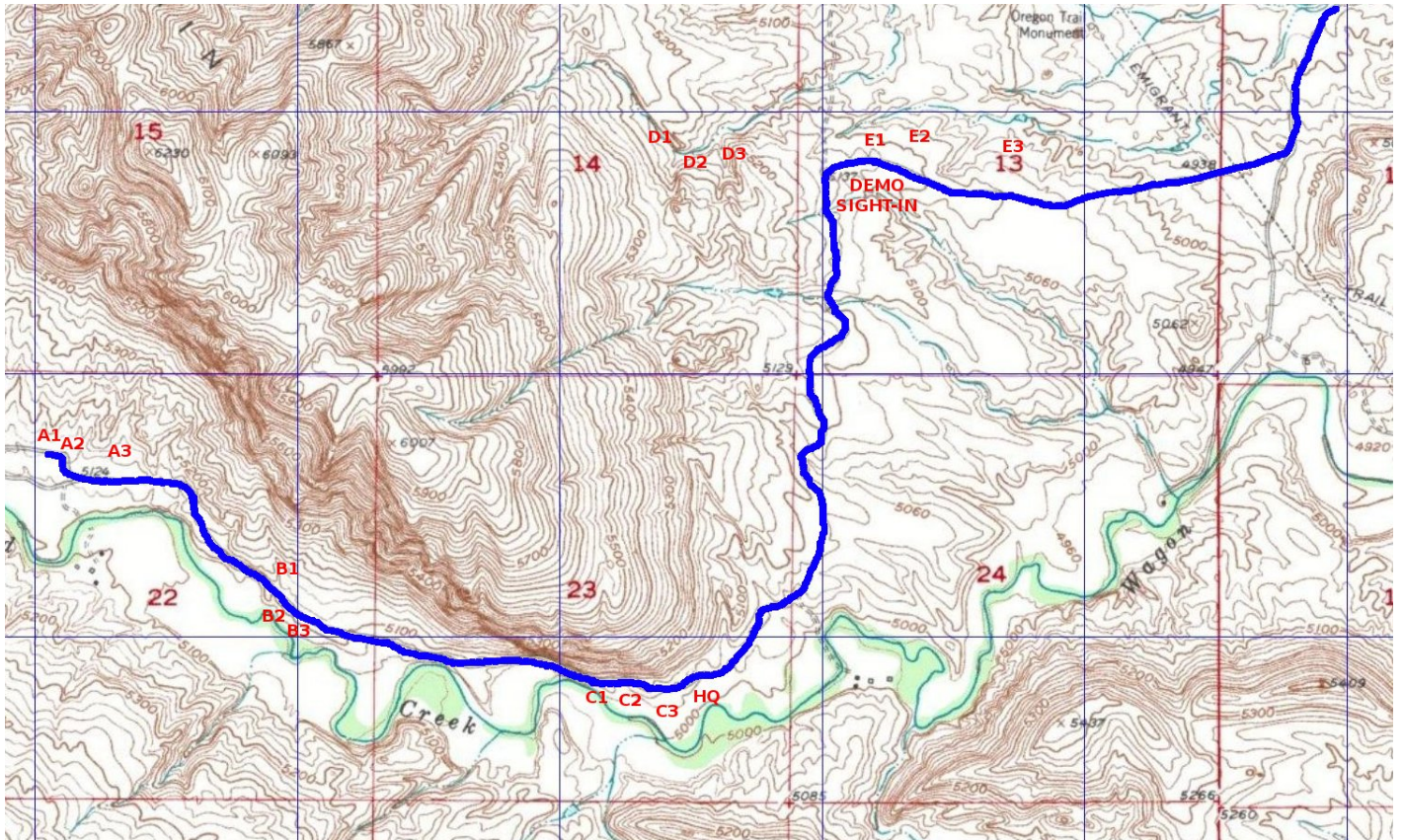
| THURSDAY PM | COMPLEX A        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 85  | 86  | 89  | 99  | 83  | 82  | 97  |
|             | START AT STAGE 2 | SHOOTER | 93  | 81  | 95  | 96  | 91  | 90  | 87  |
|             | START AT STAGE 3 | SHOOTER | 88  | 92  | 84  | 100 | 98  | 94  |     |

| FRIDAY AM | COMPLEX B        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 84  | 86  | 99  | 91  | 95  | 85  | 96  |
|           | START AT STAGE 2 | SHOOTER | 92  | 87  | 97  | 94  | 88  | 100 | 93  |
|           | START AT STAGE 3 | SHOOTER | 98  | 81  | 82  | 83  | 89  | 90  |     |

| FRIDAY PM | COMPLEX C        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-----------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|           | START AT STAGE 1 | SHOOTER | 99  | 89  | 100 | 88  | 81  | 92  | 86  |
|           | START AT STAGE 2 | SHOOTER | 87  | 91  | 84  | 82  | 85  | 98  | 90  |
|           | START AT STAGE 3 | SHOOTER | 83  | 97  | 93  | 94  | 95  | 96  |     |

| SATURDAY AM | COMPLEX D        | ORDER   | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th |
|-------------|------------------|---------|-----|-----|-----|-----|-----|-----|-----|
|             | START AT STAGE 1 | SHOOTER | 93  | 89  | 95  | 92  | 87  | 84  | 91  |
|             | START AT STAGE 2 | SHOOTER | 82  | 96  | 81  | 85  | 100 | 88  | 99  |
|             | START AT STAGE 3 | SHOOTER | 97  | 90  | 98  | 86  | 94  | 83  |     |

# MAP



Wagon Hound Road is marked in blue.

Sign-in, lunch, and festivities will be held at the HQ.

Portable restrooms are located at the DEMO/SIGHT-IN area and the HQ.

## RANGE OFFICERS

Please show courtesy and grace to the range officers. They have volunteered their time to help make this match run smoothly and be fair to everyone. If you have a complaint, please bring it to me (Zak), Frank, or Ray– but don't take it out on the RO's; they certainly do not deserve it. RO scoring decisions are final.

## AA TARGETS

Special thanks to AA Targets, owned by Austin Angus.

AA Targets is the Official Targetry System of COMPETITION DYNAMICS and Austin provided *all* of the rifle targets used in the 2012 SNIPERSHIDE CUP.



[www.AATARGETS.com](http://www.AATARGETS.com)

## THE END

Thanks for reading this to the end. Enjoy the match and be safe! If you have any questions, please find Zak, Ray, or Frank.