



**Rose Mountain
MINI Bonanza
Matchbook
2026**

Safety

- Safety is paramount and everyone's responsibility. Anyone who observes an unsafe act or incident may call a "cease fire" at any time during the course of a match.
- All weapons must be considered loaded at all times.
- Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all times. **A safe direction is with the muzzle pointed upward or toward the backstop/berm.**
- Do not close the bolt until you are in position and have the rifle pointed toward the target.
- Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- The chamber flag must remain in the chamber until the RO tells you to remove it.
- Between stages, the rifle must always be placed in the rifle rack or at designated area (with the muzzle pointed towards the target area).
- Cheating will result in match disqualification.
- Unsportsmanlike conduct or safety violations may result in a warning, a stage disqualification, or match disqualification. The decision is up to the RO and/or the MD and is not open for discussion.

Equipment & Behavior

This is going to be a great and fun day!

- Binoculars, spotting scopes, rangefinders, and other gear may be used at all times. You are allowed to touch the props without gear (bag etc.).
- It is allowed to start the stage with bipods or tripods deployed.
- Rifles must be placed in the designated area at each stage unless you are the next shooter.
- It is not allowed to load more rounds into your magazine than the announced maximum number of rounds for each stage. It is okay to bring extra rounds or magazines.
- Help your fellow shooters, especially new shooters, as much as you can. Share your knowledge.
- If you have concerns regarding another shooter's behavior, bring this up with the RO/MD as soon as possible, not after the prize ceremony.
- "Hit to move" means you must hit the first target before moving on to the next target. If you miss the first shot on the first target, you must fire the second shot at the first target.
- "Hit or miss" means the shooter engages each target with one or more rounds and then moves on to the next target or position, regardless of hits or misses.
- "Get ready!" means don't waste everyone else's time. Be prepared and ready when you are the next shooter. This is very important.

Stage 1 – Sloping Posts (Wax your bag!)

Number of rounds: 10

Range: 296-320m

Time: 110s

Targets: **A1** (20cm), **A2** (15cm), **A3** (10cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets starting on the **left** post. **Alternate** between posts. No position can be repeated. 2 shots per position. 5 positions in total.

A1, A2

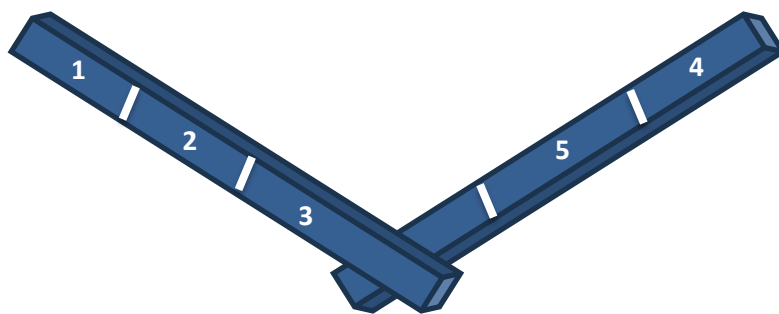
A1, A2

A2, A3

A2, A3

A2, A3

HIT TO MOVE on the targets.



Stage 2 – *Tank Trap*

Number of rounds: 10

Range: 296-320m

Time: 110s

Targets: **B1** (20cm), **B2** (15cm), **B3** (10cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from the Tank Trap.

Use all four positions before repeating a position. No position can be repeated two times in a row. 2 shots per position.

B1, B2

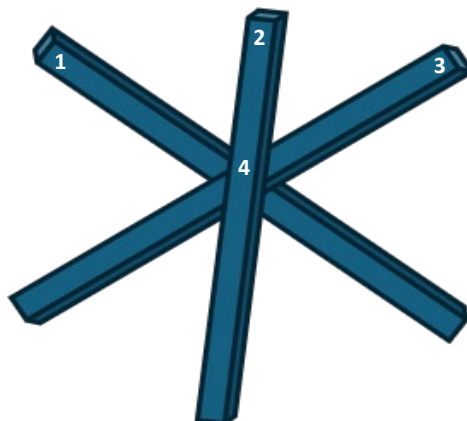
B2, B3

B1, B2

B2, B3

B1, B2

HIT TO MOVE on the targets.



Stage 3 – *Speedy Bonanza*

Number of rounds: 10

Range: 296-320m

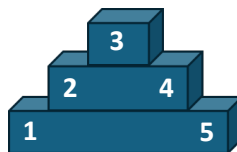
Time: 100s

Targets: **A1** (20cm), **A3** (10cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage target **A1**, when hit, engage target **A3** until missed, if missed, reengage target **A1**, repeat.

5 different positions from left to right, no position may be reused. 2 shots per position.



Stage 4 – Barrels & Truck Tire

Number of rounds: 9

Range: 296-320m

Time: 120s

Targets: **B1** (20cm), **B2** (15cm), **B3** (10cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from the Barrels and the Truck Tire in the order below. 1 shot per position.

P1 – **B1**

P2 – **B2**

P3 – **B3**

P2 – **B2**

P1 – **B1**

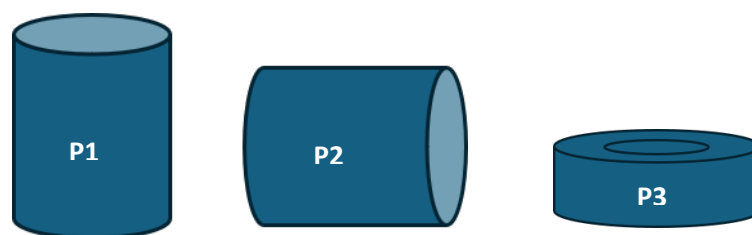
P2 – **B2**

P3 – **B3**

P2 – **B2**

P1 – **B1**

HIT OR MISS



Stage 5 – *Narrow Stairs*

Number of rounds: 10

Range: 320m

Time: 120s

Targets: **A1** (20cm), **A2** (15cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from the Stairs.

Start on the **left** side of the stairs, **alternate** between left **and** right side.

All ten positions must be used. 1 shot per position.

L – **A1**, R – **A2**

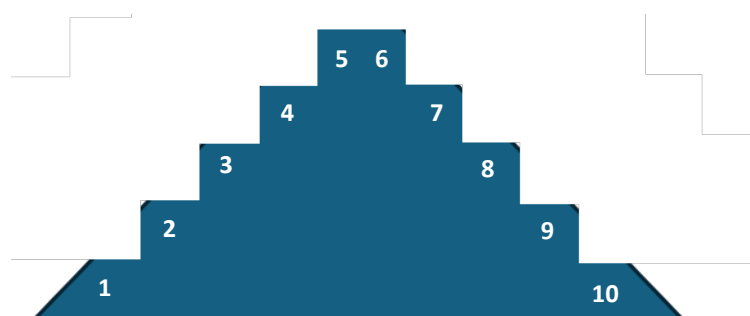
L – **A1**, R – **A2**

L – **A1**, R – **A2**

L – **A1**, R – **A2**

L – **A1**, R – **A2**

HIT OR MISS



Stage 6 – Wall & Roof

Number of rounds: 10

Range: 296-320m

Time: 120s

Targets: **B2** (15cm), **B3** (10cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from the Wall and the Roof in **order** Wall 5, 7, 9 and Roof 1, 3.

No position may be reused. 2 shots per position.

When shooting from the roof, no feet are allowed on the ground.

W5 - **B2, B3**

W7 – **B2, B3**

W9 – **B2, B3**

R1 – **B2, B3**

R3 – **B2, B3**

HIT TO MOVE on the targets.



Stage 7 – Skill Stage

Number of rounds: 10

Range: 320m

Time: 100s

Targets: **A1** (20cm), **B2** (15cm)

Course of fire:

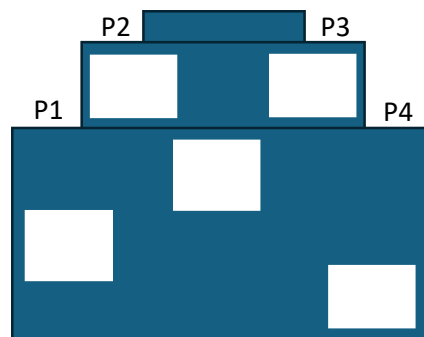
Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from the Skill Stage.

Use the 4 positions in any order and then repeat one position for a total of 5 positions. 2 shots per position.

Targets – **A1, B2**

This stage will be used as a tie breaker.

HIT OR MISS.



Stage 8 – Tripods & Prone – TYL (To Your Limit)

Number of rounds: 12

Range: 320m

Time: 130s

Targets: **C1** (25cm), **C2** (20cm), **C3** (15cm), **C4** (10cm), **C5** (7,5cm), **C6** (5cm)

Course of fire:

Shooter starts standing, bolt open, magazine in. On the buzzer, engage targets from Tripods and Prone. 2 shots per position.

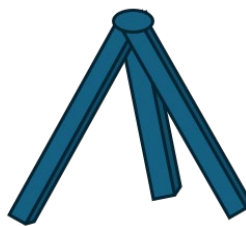
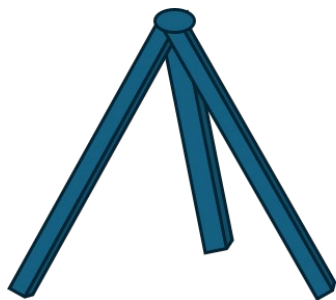
Tripod Large – **C1, C2**

Tripod Medium – **C3, C4**

Prone – **C5, C6**

Repeat.

HIT TO MOVE on the targets on the first run (per position), **HIT OR MISS** on the second run.



PRONE

Skjutvall - 320 m

