



Rose Mountain Seasons End Matchbook

Club match #6 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 Poles

ROUNDS	RANGE	TIME	TARGETS
10	296m	110s	A1 (25cm/0.84mil), B1 (15cm/0.51mil)

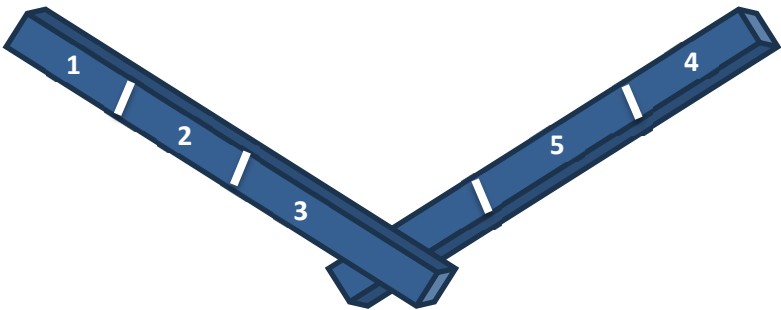
COURSE OF FIRE:

Shooter starts standing, bolt open, magazine in. On start signal, engage targets from positions 1-5 in order below. No position may be reused.

2 rounds per position.

- P1 – A1, B1
- P4 – A1, B1
- P2 – A1, B1
- P5 – A1, B1
- P3 – A1, B1

HIT OR MISS



Stage 2 – Tank Trap & Cable Reel

ROUNDS	RANGE	TIME	TARGETS
10	296m	110s	A2 (20cm/0.68mil), B1 (15cm/0.51mil)

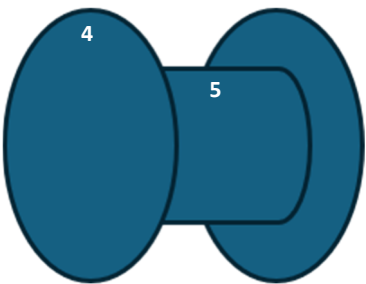
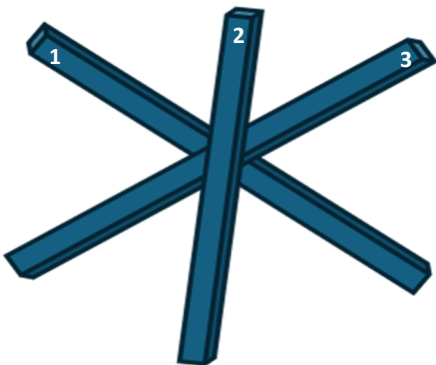
COURSE OF FIRE:

Shooter starts standing, bolt open, magazine in. On start signal, engage target **A2** and **B1** from positions 1-5.

No position may be reused. The positions can be shot in any order, but the shooter must **start** on the Tank Trap and then **alternate** between the Tank Trap and the Cable Reel.

2 rounds per position.

HIT OR MISS



Stage 3 – Variations of Prone?

ROUNDS	RANGE	TIME	TARGETS
10	296m	110s	A1 (25cm/0.84mil), B2 (10cm/0.34mil)

COURSE OF FIRE:

Shooter starts standing, bolt open, magazine in. On start signal, engage target **A1** and **B2** from a total of 5 different positions in order below.

2 rounds per position.

- P1 – A1, B2
- P2 – A1, B2
- P1 – A1, B2
- P2 – A1, B2
- P1 – A1, B2

HIT OR MISS



Stage 4 – Skill Stage

ROUNDS	RANGE	TIME	TARGETS
10	296m	90s	A2 (20cm/0.68mil), B1 (15cm/0.51mil)

COURSE OF FIRE:

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

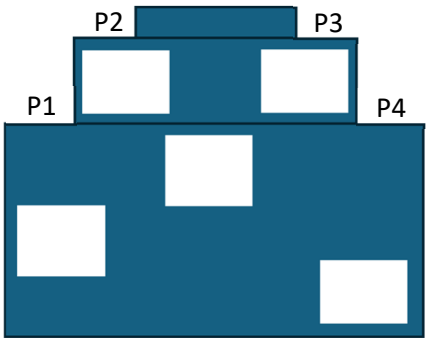
Use all 4 positions in any order and then repeat one position for a total of 5 positions. No position can be repeated two times in a row.

2 rounds per position.

Targets – **A2, B1** from all 5 positions

This stage will be used as a tie breaker.

HIT OR MISS.



Stage 5 – Tripods & Barrels

ROUNDS	RANGE	TIME	TARGETS
10	296m	110s	B1 (15cm/0.51mil)

COURSE OF FIRE:

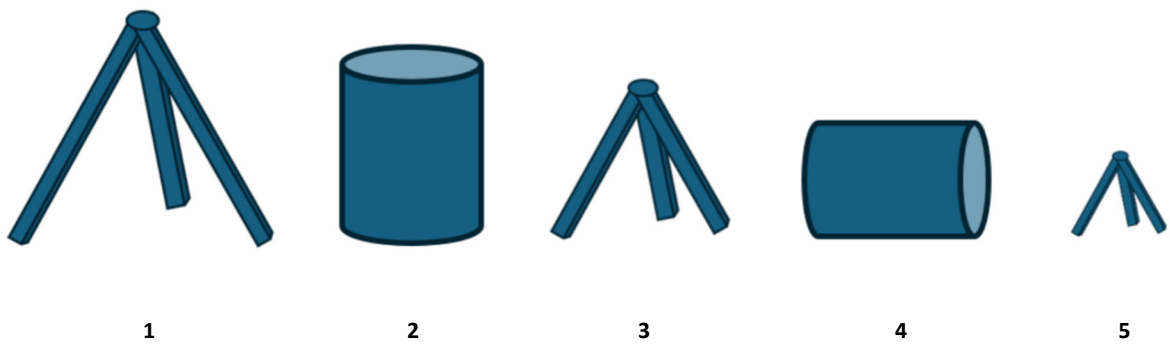
Shooter starts standing, bolt open, magazine in. On start signal, engage targets from positions 1-5.

1 round per position.

- P1 – B1
- P2 – B1
- P3 – B1
- P4 – B1
- P5 – B1

Repeat.

HIT OR MISS



Stage 6 – Roof

ROUNDS	RANGE	TIME	TARGETS
10	296m	110s	A2 (20cm/0.68mil), B1 (15cm/0.51mil)

COURSE OF FIRE:

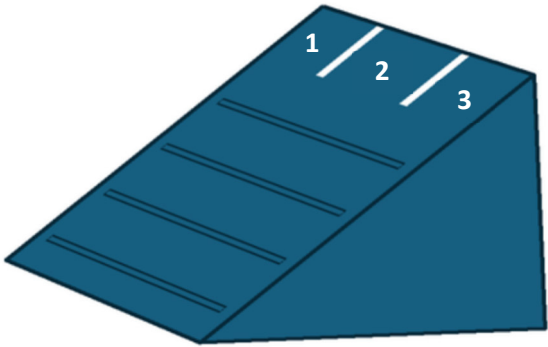
Shooter starts standing, bolt open, magazine in.

When shooting from the rooftop, neither foot may touch the ground.

2 rounds per position.

- P1 – A2, B1
- P2 – A2, B1
- P3 – A2, B1
- P2 – A2, B1
- P1 – A2, B1

HIT OR MISS



60 skott på 6 stationer, alla på 296 m

Skott per station och mål

Station	A1	A2	B1	B2	Summa
1 – Sloping Poles	5	–	5	–	10
2 – Tank Trap & Cable Reel	–	5	5	–	10
3 – Variations of Prone?	5	–	–	5	10
4 – Skill Stage	–	5	5	–	10
5 – Tripods & Prone	–	–	10	–	10
6 – Roof	–	5	5	–	10
Summa	10	15	30	5	60

Målfördelning i procent

Mål	Storlek	Skott	Andel
A1	25cm / 0.84mil	10	16,7 %
A2	20cm / 0.68mil	15	25 %
B1	15cm / 0.51mil	30	50 %
B2	10cm / 0.34mil	5	8,3 %
Summa		60	100 %