

**Welcome to**

**Arctic Rifle Challenge**

**2024**

**Match book**

# ARC 2024

## Station 1

## Stage 1

## «Swetty bell»

**Rounds: 10**

**Par Time: 120 Seconds**

**Allowed Equipment: Rifle, bipod and one bag.**

**Target Indicator: TBD**

**Targets: KYL@540m (40,35,30,20,15 cm)**

Rifle is set ready on top of the shooting bench where it will stand under the whole stag! The rifle shall have mag in, open bolt.

**Starting position is standing next to shooting bench.**

**Upon start signal, shooter will run and ring the bell. Leave the weapon on the bench.**

**Run back and engage the KYL rack big to small. 1 round on each target. If you miss, or know your limit, or hit all 5 targets.**

**Run back and ring the bell. Return and start from the big target. Always start from the big target upon return. Open bolt when you leave the rifle. You may reset by ringing the bell at any time.**

(Example: hit 35cm, hit 30cm, miss 25cm. Run and hit bell, return start on 35cm, miss, run hit bell, etc)

**(Example: hit 35, hit 30, hit 25, hit 20, hit 15, run hit bell, start from 35cm again)**

[illegible]

## Station 1

## «Barrels to prone»

**Par Time: 180 Seconds**

**Target Indicator: TBD**

**Start position is standing all equipment in hand. Upon start signal engage the 2 first targets in the KYL-Rack (40,35 cm) with one round each. Hit or miss.**

**Last position is prone engage all 5 targets big to small hit to move. Remaining rounds is shot at the small target.**

[illegible]

# ARC 2024

## Station 2

### Stage 3

### «Skill one»

**Rounds: unlimited**

**Par Time: 90 seconds**

### Allowed Equipment: Run what you brung

**Target Indicators: TBD**

**Targets:**

**3stk 25x25cm @ 300m**

**PRS Skills Stage will consist of three targets, placed at a distance of 300m and will have a spacing of 25m between targets 1 and 2, and 50m of spacing between targets 2 and 3.**

**Start position is 10m behind the shooter's box on level terrain with the rifle staged on the firing line. At "ILD"!! the shooter will move to the shooter's box, assume a prone position and engage the targets from left to right and may only advance to the next target once the previous target has been hit. Once the shooter has successfully engaged all three targets from left to right, they will then reengage in the same fashion from right to left starting with the far right target.**

## Skill 1 - Score Sheet

[illegible]

**ARC 2024**  
**Station 2**

**Stage 4**  
**«Tank trap»**

**Rounds: 9**  
**Par Time: 120 Seconds**  
**Allowed Equipment: Run what you bring**  
**Target Indicator: TBD**  
**Target: 25x25cm @ 300m (skill1 steel)**

**Start position is standing all equipment in hand. Upon start signal engage all 3 targets with 1 round left to right, from each marked position. Hit or miss, you move on.**

**ARC 2024  
Station 3**

**Stage 5**  
**«How many levels? »**

**Rounds: 10**  
**Par Time: 120 Seconds**  
**Allowed Equipment: Run what you bring**  
**Target Indicator: TBD**  
**Targets:**  
**35&25THLR@420m, 40/35cm@540m**

**Start position is standing all equipment in hand. Upon start signal engage the 540m target from the top level of the barricade with 2 rounds big/small, then the 420m target from the top level big/small, the tree next levels are engage with 2 rounds at the 420m target bigg/small.**  
**Hit or miss, you move on.**

**ARC 2024  
Station 3**

**Stage 6  
«Crates»**

**Rounds: 12  
Par Time: 180 Seconds  
Allowed Equipment: Run what you bring  
Target Indicator: TBD  
Targets:  
40&35THLR@540m, 35&25THLR@420m**

**Start position is standing all equipment in hand. Upon start signal engage the 420m target big/small and 540m target big/smaller with 1 round each from the first Crate. Near to far. Repeat adding one crate at a time.**

**Hit or miss, you move on.**

**ARC 2024**  
**Station 4**

**Stage 7**  
**«Notch»**

**Rounds: 9**  
**Par Time: 90 Seconds**  
**Allowed Equipment: Run what you bring**  
**Target Indicator: TBD**  
**Target: 40&35THLR@540m**

**Start position is standing all equipment in hand. Upon start signal engage targets with 3 rounds big, small, big from each marked position. Hit or miss, you move on.**



**ARC 2024**  
**Station 4**

**Stage 8**  
**"X"**

**Rounds: 12**  
**Par Time: 120sec**  
**Allowed Equipment: Run what you bring**  
**Target Indicator: TBD**  
**Targets: 35&25THLR@420m**

**Start position is standing all equipment in hand. Upon start signal engage the target from within the marked positions on the barricade with 2 rounds big/small. Hit or miss you move one.**

**(Skrutokker i kryss i portåpning. Merke av 3 posisjoner på hvert kryss. Bruk to åpninger. 6 posisjoner)**

**ARC 2024**  
**Station 5**

**Stage 9**  
**«The hunt»**

**Rounds: 12**  
**Par Time: 180 Seconds**  
**Allowed Equipment: Run what you bring**  
**Target Indicator: TBD**  
**Targets: Orrfugl@TBD, Tiur@TBD, Gris@TBD, Fox@TBD**

**Start position is standing all equipment in hand. Upon start signal**  
**Engage all the targets from the marked positions with 1 round.**  
**Move position and repeat.**  
**Hit or miss you move on.**

**ARC 2024**  
**Station 5**

**«The hunt is still on»**

**Rounds: 12**

**Par Time: 180 Seconds**

**Allowed Equipment: Run what you bring**

**Target Indicator: TBD**

**Targets: Orrfugl@TBD, Tiur@TBD, Gris@TBD, Fox@TBD**

**Start position is standing all equipment in hand. Upon start signal**

**Engage all the targets from the marked positions with 1 round.**

**Move position and repeat.**

**Hit or miss you move on.**

## **ARC 2024 – Day 2**

**After day 1, it will be social and barbecue, or something to eat anyway. The weather decides.**

**Before the day is over, the shooters must decide together which 4 stages from day 1 they liked best and will shoot again on Sunday.**

**If we do not reach a vote, the MD/RO will decide on 4 stages until Sunday.**