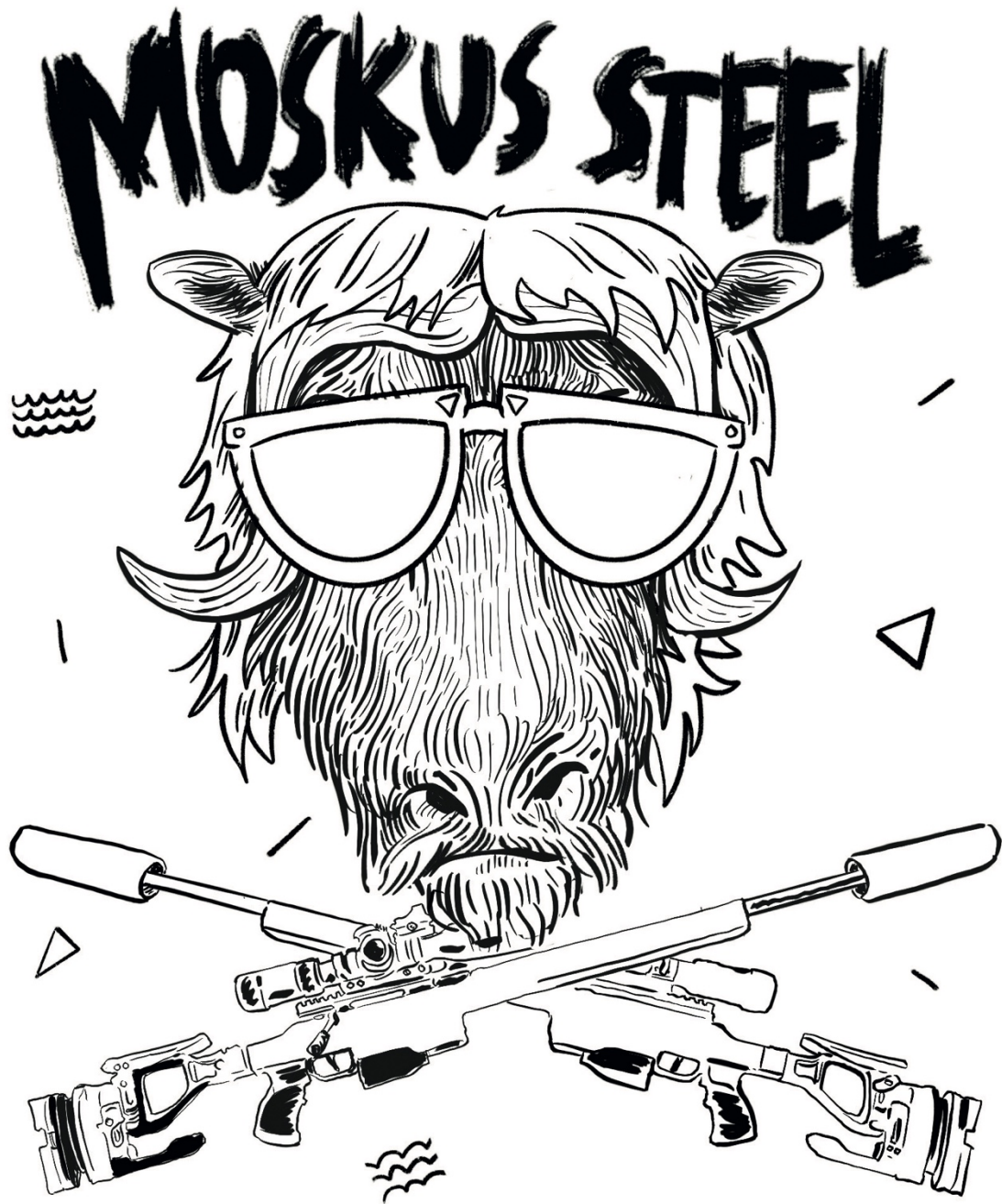


Matchbook  
Moskus Steel 5  
13. april



110 Rounds

## Safety and Rules:

Safety is paramount and everyone's responsibility. Anyone who observes an unsafe act or event, must/can call a "cease fire" (avbryt/stans skyting) at any time during the match.

1. Treat all guns as if they are loaded
2. Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all times, either up, towards the firing line or in the safezone on each station
3. All movement with the rifle must be done with the bolt open
4. Don't close the bolt until you're in position and have the rifle pointed towards the target
5. If you are running a semi-auto, place the weapon on SAFE during transitions and say out loud "SAFE" before moving
6. Keep your finger off the trigger and outside the trigger guard until you are ready to shoot
7. The chamber flag is mandatory and must be in the chamber until the RO tells you to remove it

Other:

All exercises start with magazine in, bolt in rear position, at marked position.

You can touch all props during stagebrief, but you cannot position your rifle on the props before your turn to shoot.

Binoculars, spotting scopes and range finders can always be used. It's allowed to start a stage with tripods deployed. All target distances are laser ranged.

There are no limitations in gear you can use during stage, but you need to start with everything at hand and up from the ground.

For match flow: Be ready with the rifle and equipment on the starting line as soon as the shooter before you are finished shooting. Please help with picking brass unless the RO tells you otherwise on stage.

"Hit to move" means you must hit the first target before you move on to the next target. If you miss the first shot on the first target, you shall fire at same target until you hit.

"Hit or miss" means that you shoot at the target with rounds that you are supposed to and you move to next target or position.

All targets are marked as picture shows below:



If you have concerns regarding other shooters behavior, bring this up with the RO/MD as soon as possible. Not after the price ceremony.

All RO's are here voluntarily be nice and they are equipped with a shot timer. RO's with pink vests

Zero Range is available from 0830-0900 Saturday. There will also be 100m sticker targets available at the stations so you can check rifle if necessary. Ask RO for use.

**Matchbrief 0900 at marked position red dot at sign with HV, parking on areas marked blue. Make sure to part so other vehicles can come and leave!**







Skytebane merket rødt på kartet

**Hope you enjoy the match! If you are satisfied tell everybody, if not let me know what I can improve!**

**MD: Eivind Sæther (+4793836656)**





## Station 1:

### Stage 1: Tanktrap

Shooter shoots one target two times, hit or miss from five positions. Shooter can use one position two times after other four are used.

Target range: 400m(C)

Time: 120sek (2:00min)

Rounds/points: 10





## Stage 2: Cables

Shooter shoots two targets, hit or miss from five positions.

Shooter must use all(three) props, and two can be used again, but after all are used.

Target range: 303m(A) and 400m(C)

Time: 150sek (2:30min)

Rounds/points: 10





## Station 2:

### Stage 3: Pipelines

Shooter shoots two targets with support from every pipe.

Target range: 486m(D)

Target indicator:

Time: 120sek (2:00min)

Rounds/points: 10





#### Stage 4: Brickwall

Shooter shoots two targets, hit or miss from six positions.

Shooter cannot use one position two times.

Target range: 333m(F) and 430m(J)

Time: 120sek (2:00min)

Rounds/points: 12



## Station 3:

### Stage 5: Tires

Shooter shoots two targets, hit or miss from five positions.  
Shooter use tires multiple times, but must change tire for each two shots.

Target range: 419m (H) + 419m(I)

Time: 120sek (2:00)

Rounds/points: 10





## Stage 6: Concrete mess

Shooter shoots two targets, hit or miss from six positions.  
Shooter cannot use one position two times. Shooter starts from either left or right positions.

Target range: 323m(E) and 442m(L)

Time: 150sek (2:30min)

Rounds/points: 12





## Station 4:

### Stage 7: Car

Shooter shoots one target two times, hit or miss from two marked positions inside car, shooter change positions after each two shots.

Target range: 432m (M)

Time: 120sek (2:00min)

Rounds/points: 10





## Stage 8: Car2

Shooter shoots three targets once, hit to move from roof and bonnet/hood, Pallets provided for roof position.

Target range: 320(G), 296(P) and 202 (N)

Time: 150sek (2:30min)

Rounds/points: 12





## Station 5:

Stage 9: Rock'n'roll

Shooter shoots three targets, hit or miss from four positions.

Shooter cannot use a position two times.

Target range: 196m (O) 291m (Q) 406 (S)

Time: 150sek (2:30min)

Rounds/points: 12



Stage 10: muskox madness

Shooter shoots muskox target three times, hit or miss from four positions. Shooter uses all positions before it can be used again. Shooter cannot use same position two times in row.

**This is the tie braker**

Target range:435m (K)

Time: 120sek (2:00min)

Rounds/points: 12



Picture from last year used, due to high wind before Friday. Then I will let I out.



