

# **ASTRO Steel -2024**

## **Safety:**

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

- All weapons are to be considered loaded at all time.
- Muzzle awareness is crucial. Keep the muzzle pointed in a safe direction at all time.
- All movement with the rifle must be done with the bolt open, barrel straight up or in the direction of fire.
- Don't close the bolt until you're in position and the have the rifle pointed towards the target. You can't search a target with a closed bolt! You will get one warning the second is a DQ.
- Keep your finger off the trigger and outside the trigger guard until you are ready to shoot.
- The chamber flag must be in the camber until the RO tells you to remove it.
- Cheating equals match DQ. Unsportsmanlike conduct may result in a warning, a stage DQ or match DQ. The assessment is up to the RO and/or the MD and not up for discussion.

## **Equipment/behavior:**

This is going to be a great and fun day.

Use the gear you brought and borrow gear from fellow shooters if needed.

Binoculars, spotting scopes and range finders can be used at all time.

The rifles must be placed in the designated area at each stage unless you're the next shooter up.

It's allowed to load more rounds in your magazine then the announced maximum rounds for each stage. But if you fire more rounds then MAXIMUM you will get at stage DQ, ZERO points.

All targets beyond 600m will be equipped with T1000 hit indicators or equal, larger then 40cm.

Help your fellow shooters, especially new shooters, the best you can. Spread your knowledge.

**“Hit to move” means =** You must hit the larger target before you move on to the smaller target. If you miss the first shot on the large target, you shall fire the second shot at large target.

**“Hit or miss” means =** You go to the next target or position regardless if you HIT or NOT.

**The ROs will NOT help you to remember the course of fire, they will tell you if you hit the wrong target and that's it!**

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



## Stage 1 – Use the terrain...

Number of rounds: 12

Range: A1 417m / 439m measured from first pos.

Time: 120s

Target: 439m 20x20cm ■ 0,45MIL

417m 20x20cm ■ 0,48MIL

417m 25cm ● 0,6MIL

417m 30cm ● 0,72MIL

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, fire four rounds from each of the three given positions, near to far.

**“Hit to move”** applies from each position

On this stage, each competitors stage time will be documented and used as a tiebreaker if needed.






## Stage 2 – Barrels and angels...

Number of rounds: 11

Range: S1 454m - S2 521m – S3 572m – S4 669m

Time: 130s

Target: S1 454m 50x50cm (1,1MIL)  30cm (0,66)  15cm (0,33) 

S2 521m 50cm (0,96MIL)  30cm (0,58) 

S3 572m 60cm (1,07MIL)  40cm (0,7)  20cm (0,35) 

S4 669m 60cm (0,9MIL)  40cm (0,6)  30cm (0,45) 

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets near to far, the large and then the small target(s) with one round each from the barrel of your choice, each barrel is one target rack.

All barrels must be used, last position is pron or switching to a used barrel, not the last one used!

**“Hit to move”** applies on each distance/rack.

Shooting order: S1, S2, S3, S4



### Stage 3 – ASTRO Trail

Number of rounds: 12

Range: D1 425m / D2 557m

Time: 130

Target: D1 40cm (0,94MIL) ● 20cm (0,47) ●

D2 40cm (0,72MIL) ● 25cm (0,45) ●

Course of fire:

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets near to far. Large and then small with one round from each pos.

**“Hit to move”** applies on each rack, MAX 2 rounds/rack.

Target distans measured from first pos.



ASTRO

## **Stage 4 – You better make it precise!**

Number of rounds: 10

Range: A2 429m

Time: 120s

Target: 30, 25, 20, 15, 10cm ● (0,7MIL, 0,58, 0,47, 0,35, 0,23)

Course of fire:

Shooters will start standing with the rifle in hand, bolt open.

At the timer beep, get into a modified prone position engage five rounds, big to small target, **“HIT or miss”** switch to the second pos. on the fallen tree and repeat big to small, but this time **“HIT to move”** on the target size.

# SCHMIDT BENDER

PRECISION MAKES THE DIFFERENCE!

## **Stage 5 – Positioning is KEY**

Number of rounds: 10

Range: C2 431m

Time: 120s

Target: 40cm (0,93MIL) ● 25cm (0,58) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order big, small from every position two round/pos. Switch barricade and continue with one round from each position. Third barricade you decide your own order of positions, but only two rounds/pos. (All four must be used)

Shoot targets from the RIGHT side, LEFT is spare!

**“Hit or miss”**






## Stage 6 – Stupstocken

Number of rounds: 12

Range: E1 526m      E2 593m

Time: 130s

Target: E1 50cm (0,95MIL)  E2 50x50cm (0,84)  E2 30x30cm (,051) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order bellow.

**“Hit or miss”** applies on rack with two targets, three rounds / pos.

You choose position order yourself but you can never use the same pos. twice.

There are 5 different positions.

Target order: E2 - E2 – E1  
E1 - E2 – E2  
E2 - E2 – E1  
E1 - E2 – E2



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## **Stage 7 – Trippel skill**

Number of rounds: 9

Range: P1 504m      P2 658m

Time: 120s

Target: P1 30cm (0,6MIL) ●      P2 50cm (0,76) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in the order bellow.

**“Hit to move”** applies for the target order, three rounds / pos.

You choose position order yourself but you can never use the same pos. twice.

Target order: P1 - P2 - P1  
                  P2 - P1 - P2  
                  P1 - P2 - P1

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## **Stage 8 – Would you take out a mosse from here?**

Number of rounds: 8

Range: H3 427m      F3 768m

Time: 120s

Target: H3 30cm (0,7MIL) ● F3 70cm (0,91) ■

Shooters will start standing with the rifle in hand, bolt open up in the tower.

At the timer beep, engage targets in the order bellow.

2 rounds for one pos. then move to the other side of mark in the tower for the next target order.

**“Hit or miss”**

Target order: H3 - F3

H3 - F3

F3 - H3

F3 - H3





## **Stage 9 – Skills and options**


Number of rounds: 12

Range: I1 431m – I2 475m – I3 627m

Time: 120s

Target: I1 431m 20x20cm (0,46) 

I2 475m 50cm (1,05) + 20cm (0,43) 

I3 627m 60x60cm (0,96) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, choose your position order yourself you need to use the two lowest positions on the prop.

Engage targets in order: I2 – I2 – I1  
I2 – I2 – I3  
I2 – I2 – I3  
I2 – I2 – I1




## **Stage 10 – Rubber mountain**


Number of rounds: 12

Range: J1 539m – J2 599m - J3 666m

Time: 130s

Target: J1 539m 50x50cm (0,93MIL) 

J2 599m 50x55cm (0,83) 

J3 666m 60x60cm (0,9) 

### **“Hit to move”**

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. Three rounds from each pos. Always start on the correct first target in the course of fire order.

You can never use the same pos. twice.

One pos. is resting the gun on one tire, therefore never the same tire again.

Target order: J1 – J2 – J3

J2 – J3 – J1

J3 – J1 – J2

J1 – J2 – J3

# **SVEMKO**

S I L E N C E R S






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## Stage 11 – Move your ass

Number of rounds: 15

Range: H2 519m - H3 580m – S3 775m (Measured from 3. pos.)

Time: 150s

Target: H2 40cm (0,77)  H2 20cm (0,39)  H3 50x50cm (0,86)   
S3 60cm (0,77)  S3 40cm (0,52) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. **“Hit to Move”** on target racks with 2 targets.

Target order: H2 - H2 – H3  
H2 - H2 – H3  
H2 - H2 – S3 – S3  
S3 – S3 – H3 – H2 – H2


ELEMENT<sup>•</sup>  
OPTICS

## **Stage 12 – Heavy TRAP**

Number of rounds: 9

Range: H1 355m – Q1 580m – Q2 775m

Time: 120s

Target: H1 20x20cm (0,56MIL) 

Q1 50x50cm (0,73) 

Q2 60x60cm (0,77) 

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets near to far with 3 rounds from each pos.

**“Hit or Miss”**

## Stage 13 – Precision is key




Number of rounds: 12

Range: S1 648m – Q3 790m – S4 861m – C1 708m – Q4 876m – X3 977m

Time: 140s

Target: S1 648m 50cm (0,77MIL)  30cm (0,46)  2 Rounds

Q3 790m 40cm (0,51)  1 Round

S4 861m 60cm (0,7)  40cm (0,47)  30cm (0,35)  3 Rounds

C1 708m 40 (0,56)  2 Rounds

Q4 876m 60x60cm (0,68)  2 Rounds

X3 977m 60x70cm (0,72)  2 Rounds

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow.

**“Hit to move”** on each target rack if there are more then one target

Target order: S1 x2

Q3 x1

S4 x3

C1 x2

Q4 x2

X3 x2.

# SCHMIDT BENDER

## PRECISION MAKES THE DIFFERENCE!

## Stage 14 – Stock

Number of rounds: 10

Range: F1 731m – F2 880m

Time: 120s

Target: F1 50x50cm (0,68 MIL)



F2 60cm (0,68)



### **“Hit or miss”**

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage target with two rounds, switch pos. Two rounds from each position in the following order, N-N, N-F, F-F, F-N, N-F



0 ARKEN OPTICS



### Stage 15 – Use the logs...

Number of rounds: 10

Range: D1 573m – C2 567m – S2 709m

Time: 120s

Target: D1 40cm (0,71) ● C2 40cm (0,7) ● 50cm (0,71) ●

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. Three rounds from each pos. Always start on the correct first target in the course of fire order.

You can never use the same pos. twice.

One pos. is one log, therefore never the same log again. **“Hit or Miss”**

Target order: D1 – C2 – S2

C2 – S2 – D1

S2 – D1 - C2 – C2

**ELEMENT** ●  
**O P T I C S**

### **Stage 16 – Go to fast, You might miss...**

Number of rounds: 12

Range: X0 213m - X1 227m – X2 271m

Time: 130s

Target: X0 15cm (0,7) ● 20cm (0,88) ● 30cm (1,11) ■

Shooters will start standing with the rifle in hand, bolt open. At the timer beep, engage targets in order bellow. You can never use the same pos. twice. Position order is up to you, but you need to use all areas of the prop told by the RO.

**“Hit or miss”**

Target order: X0 – X1  
X0 – X2  
X0 – X1  
X0 – X2  
X0 – X1  
X0 – X2

