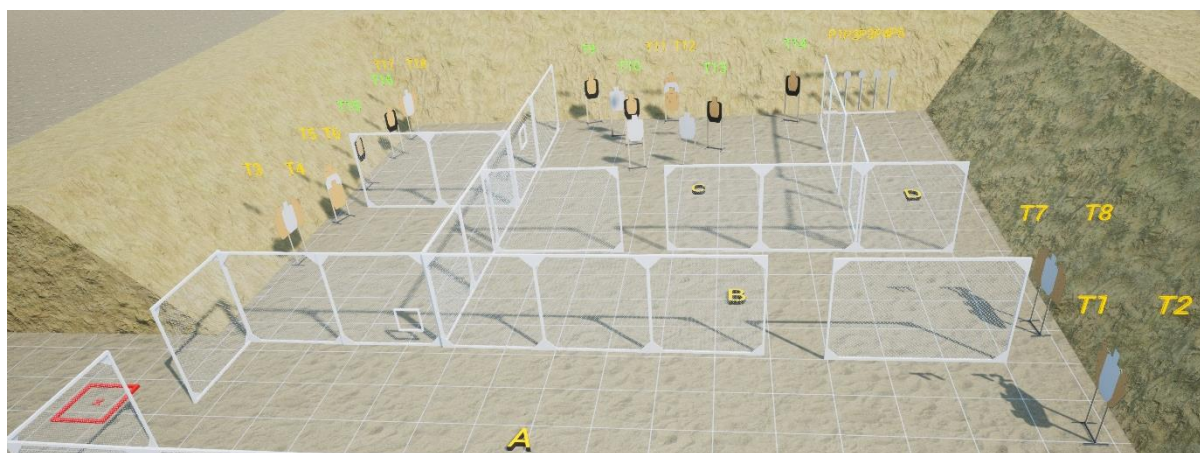


ENGELBREKTSTRÄFFEN SRA 2025

Stage descriptions

Stage 1 – Houseclearing



Situation

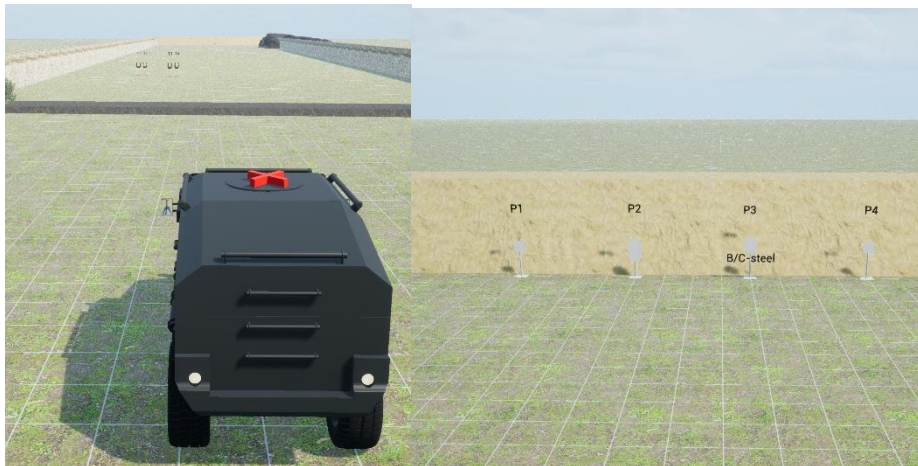
You have got intel that the enemy has taken over a house and are keeping civilians as hostages. This can mean nothing good, so you decide to clear the house and free the hostages. Aim straight...

Specification

Firearm(-s)	Pistol	Points	210p
Scoring	Unlimited	Minimum rounds	42
Distance	2-15m	Par time	180s
Targets/Tasks	18x SRA paper targets 5x 5p Steel plates 1x 5p Mini popper Total: 24 targets	No-shoots	9x

Procedure	On signal engage all targets.		
Starting position	Kneeling on both knees at mark.		
Firearm condition	Loaded and holstered.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

Stage 2 – Vehicle patrol



Situation

You have made an observation halt on your vehicle patrol. Something looks odd so you reach for the marksman rifle...

Specification

Firearm(-s)	Marksman rifle/Rifle	Points	120p
Scoring	Unlimited	Minimum rounds	16
Distance	70-240m	Par time	180s
Targets	4x SRA paper targets 8x 10p Steel plates Total: 12 targets	No-shoots	NIL

Procedure	On signal engage targets P1-P4 twice and T1-T4 from the hatch. All plates must be hit once before you engage them the second time. <i>Hits on steel plates are indicated by a flashing light. Additionally, a spotter will observe the plates through a spotting scope and yell "Hit!" every time a plate is hit.</i>		
Starting position	Standing in hatch, observing targets through the sights. <i>Stand on the seat, it should <u>not</u> be folded up.</i>		
Firearm condition	Loaded, safety applied.		
Start on	Audible signal	Ends on	Last shot
Penalties	Striking the vehicle with a bullet will incur a DQ and the shooter is liable to compensation.		
Handling sectors	Marked with yellow markers. (Tight right sector.)		
Shooting sectors	Marked with red/white striped sticks.		

Stage 3 – Jungle run



Situation

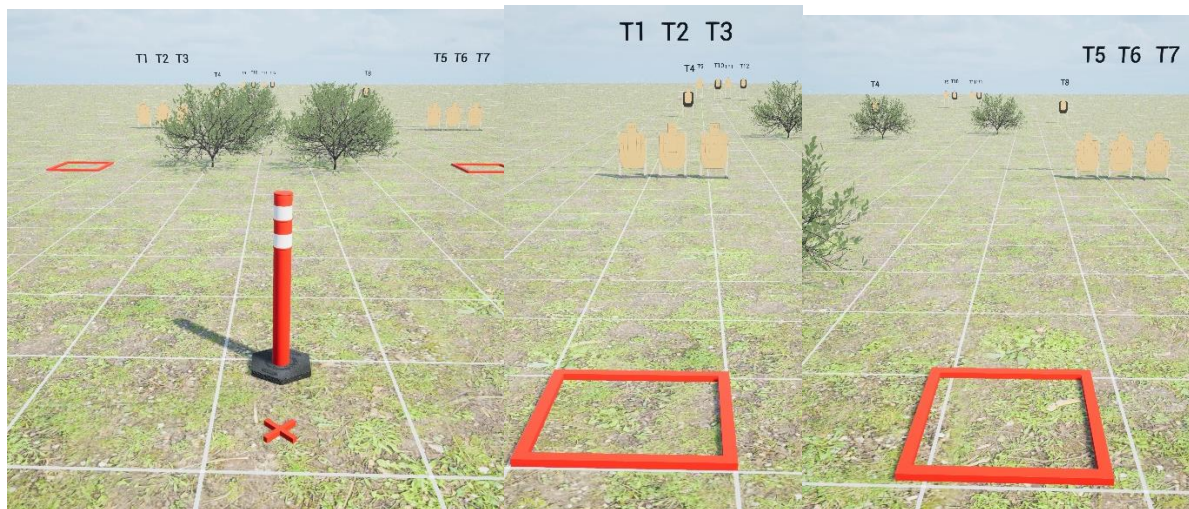
You are on a patrol when the patrol leader alerts you that an enemy squad has been spotted. Move to the firing position given by your patrol leader, but watch out for enemies on the way!

Specification

Firearm(-s)	Rifle & Pistol	Points	155p
Scoring	Unlimited	Minimum rounds	31
Distance	3-80m	Par time	180s
Targets	13x SRA paper targets 5x 5p Plates Total: 18 targets	No-shoots	NIL

Procedure	On signal transition to your rifle and engage targets T1-T2 from area A. From area B engage T3-T13. At area C transition to pistol, engage targets P1-P5. <u>The “2 meter rule” applies when transitioning to sidearm.*</u> <i>Shooter may put the rifle on the ground safety applied and muzzle pointing in a safe direction.</i>		
Starting position	Standing in area A.		
Firearm condition	Rifle loaded. Pistol magazine inserted.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to SRA Rulebook.		
Handling sectors	Marked with yellow markers. <i>*When the rifle is slinged after transitioning to a handgun the handling sector does not apply as long as the muzzle of the rifle points to the ground within two (2) meters from the shooters feet.</i>		
Shooting sectors	Marked with red/white striped sticks.		

Stage 4 – Trench hopping



Situation

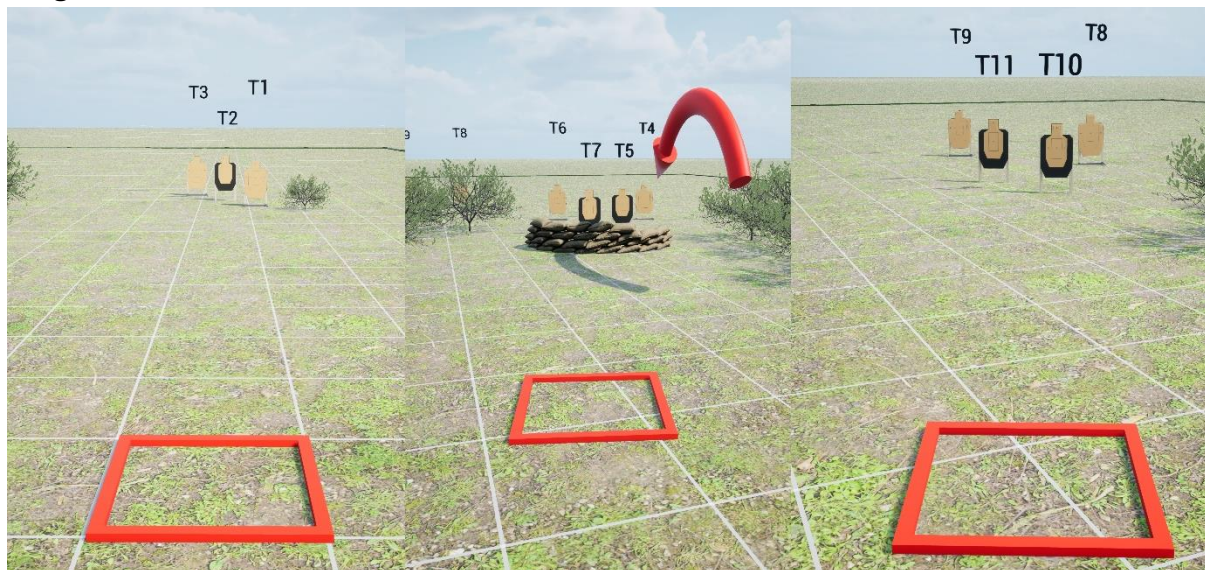
“Contact front!” Get to the trenches, the enemy is coming. You have prepared your firing positions well so you left your magazines there...

Specification

Firearm(-s)	Rifle	Points	120p
Scoring	Unlimited	Minimum rounds	24
Distance	15-60m	Par time	180s
Targets	12x SRA paper targets Total: 12 targets	No-shoots	NIL

Procedure	On signal engage targets in any order. All targets must be engaged from area A (left trench) or area B (right trench).		
Starting position	Standing, muzzle touching post. No magazines carried in the equipment. At least one magazine on the ground accessible from, or placed inside of, each trench.		
Firearm condition	Unloaded. (No magazine inserted.)		
Start on	Audible signal	Ends on	Last shot
Penalties	If a magazine is used which was not placed at either trench before the start signal, one procedural penalty will be incurred for each shot taken with that magazine attached to the rifle. Otherwise according to SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

Stage 5 – Flank left



Situation

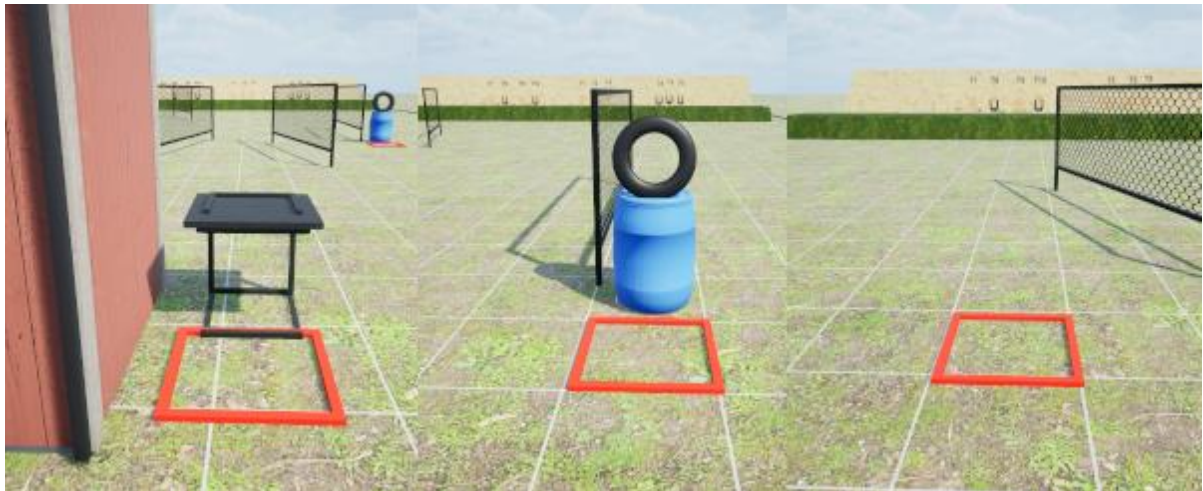
Your infantry platoon has left the assembly area to relieve a platoon at the FLOT. There have been reports of possible line infiltration attempts by the enemy, so you stay vigilant. Suddenly you hear gunfire and “Contact front!”. The squad leader orders you to flank left and destroy the enemy in the hollow with a hand grenade.

Specification

Firearm(-s)	Rifle	Points	110p
Scoring	Unlimited	Minimum rounds	20
Distance	15-50m	Par time	180s
Targets/Tasks	10x SRA paper targets Total: 10 targets 1x 10p Optional task (hand grenade)	No-shoots	NIL

Procedure	On signal engage targets T1-3 from area A. From area B engage T4-7 and throw a hand grenade towards marked target area. From area C engage targets T8-11. <i>(The grenade must stay in the marked area to get 10p.)</i>		
Starting position	Standing at mark. Hand grenade in pouch or pocket.		
Firearm condition	Loaded, safety applied.		
Start on	Audible signal	Ends on	Last shot
Penalties	If the shooter does not throw a hand grenade from area B it will incur one procedural penalty for each shot taken in area C. <i>The shooter can return to area B to throw the hand grenade to eliminate the penalties incurred for this, however the shooter must fire at least one round at a target with the rifle after the throw for the time to be recorded.</i> Otherwise according to SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

Stage 6 – Supply run



Situation

Your platoon is cut off from your own supply lines and are running low on ammo, water and food. You decide to perform a hasty raid on an enemy outpost to take what you might need...

Specification

Firearm(-s)	Rifle	Points	100p
Scoring	Unlimited	Minimum rounds	20
Distance	8-25m	Par time	180s
Targets	10x SRA paper targets Total: 10 targets	No-shoots	NIL

Procedure	On signal engage T1-4 from area A, T5-7 from area B and T8-10 from area C.		
Starting position	Standing at mark.		
Firearm condition	Loaded, safety applied.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

Stage 7 – Drone wars



Situation

You have been tasked to perform a raid on a drone command center. You are getting close to the target of your raid, a suspected drone pilot hole up. Your intel suggests there might be reporters there making a documentary about the 'drone war'. As you prepare to start the raid you hear a buzzing sound behind you followed by an explosion. You wake up on your belly, with a broken magazine in your rifle. Time to act fast!

Specification

Firearm(-s)	Rifle	Points	200p
Scoring	Unlimited	Minimum rounds	30
Distance	4-100m	Par time	180s
Targets	10x SRA paper targets 10x 10p Frangible targets Total: 20 targets	No-shoots	2x

Procedure	On signal engage the drone swarm (F1-F8) from area A. From area B engage inner and outer sentries (T1-T4 and P1-P3). From area C engage drone pilots (T5-T10) and destroy the control units (F9-F10). <i>Safety must be applied between areas.</i>		
Starting position	Prone on belly in area A, hands covering head. Rifle along the shooters side in a safe direction.		
Firearm condition	Rifle loaded, safety applied, no magazine inserted.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		