

# STAGE DESCRIPTIONS v 2.4



# Sponsors

## Blacksmith SRA 2026





## Stage Map Blacksmith SRA 2026

Stage 1 – "House cleaning"

Stage 2 – "A shitty situation"

Stage 3 – "Flank right"

Stage 4 – "Team Awareness Kit"

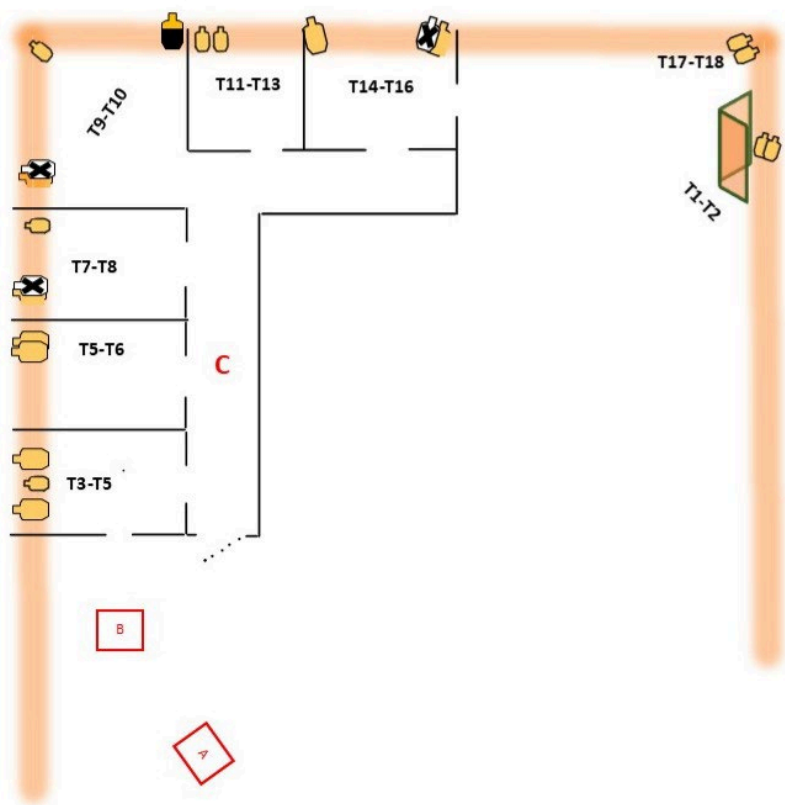
Stage 5 – "Free the hostage"

Stage 6 – "Clear the trench"

Stage 7 – "Take out the drones"

**S – Safety Area**

## Stage 1 – "House cleaning"



### Situation

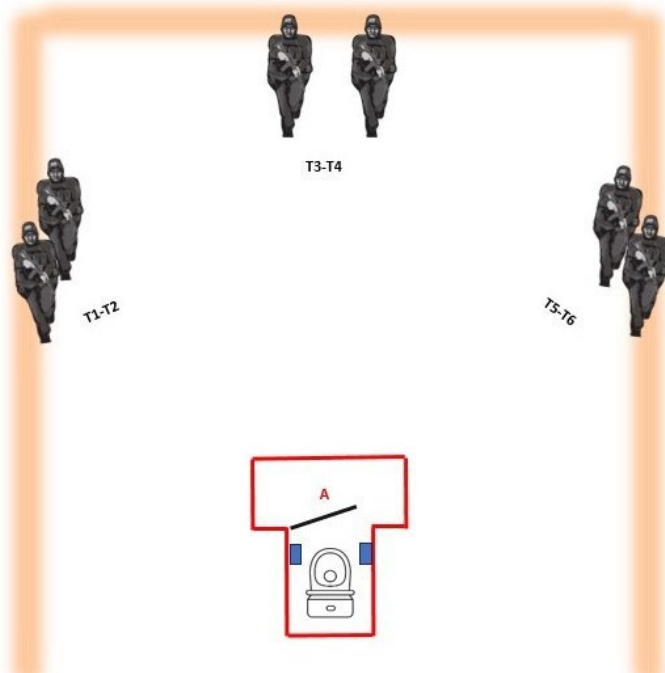
You and your group need to secure a building and clear it from enemy soldiers... Grab a grenade and make yourself ready to breach, you are the first in line!

### Specification

Firearm(-s)	Rifle	Points	200p
Scoring	Unlimited	Minimum rounds	36
Distance	2-35m	Par time	180s
Targets/Tasks	9x SRA paper targets 9x SRA mini paper targets Total: 18 targets 2x 10p Optional task	No-shoots	3x

Procedure	On signal engage targets T1-T2 from area A. From area B throw hand grenade through the marked window in area C. From area C engage T3-T18. <b><i>If you throw the grenade, you will receive Optional 10p. If the grenade lands inside the room, you will receive an additional Optional 10p.</i></b>		
Starting position	Standing in area A. Hand grenade in closed pouch or pocket.		
Firearm condition	Loaded.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 2 – "A shitty situation"



### Situation

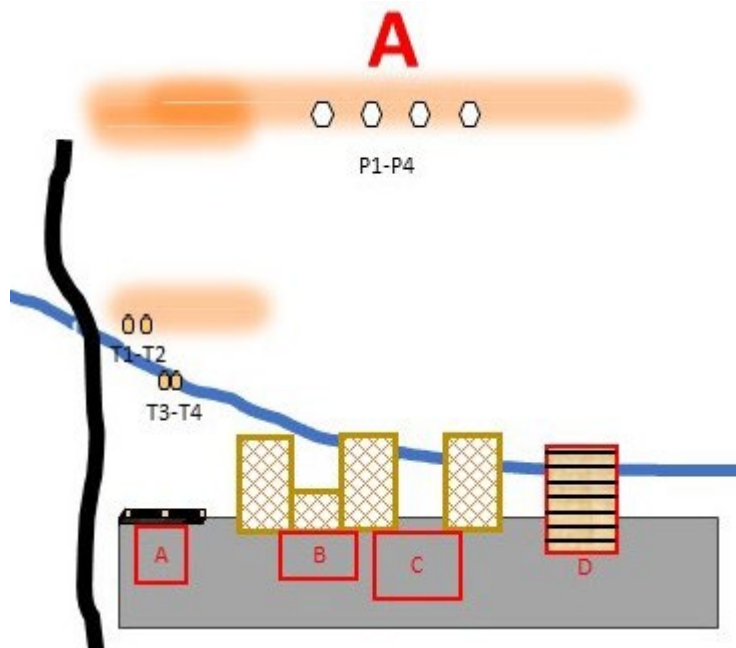
At last, you found a working toilet... That last MRE really did a number on you. When you are taking care of your "urgent business" you hear the chatter of enemy soldiers outside. Load your pistol and engage!

### Specification

Firearm(-s)	<b>Pistol</b>	Points	60p
Scoring	Unlimited	Minimum rounds	12
Distance	4-10m	Par time	180s
Targets	6x HF2020 Total: 6 targets	No-shoots	NIL

Procedure	On signal open the door and engage targets T1-T6 from area A		
Starting position	Sitting on the toilet with the comic paper "91:an" in both hands in front of the face reading.		
Firearm condition	Unloaded, magazine inserted. Placed on the shelf either to the right or left. Muzzle pointing down range.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 3 – “Flank right”



### Situation

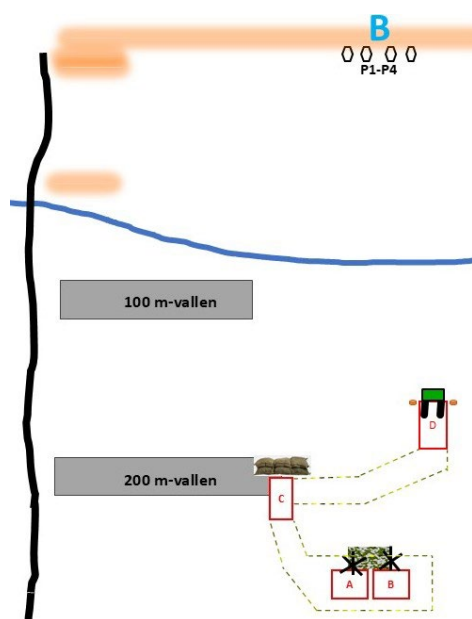
Bastards are pushing your position, and you are ordered to flank right to the rooftop! Act quickly and prevent your position from falling into enemy hands.

### Specification

Firearm(-s)	<b>Rifle</b>	Points	160p
Scoring	Unlimited	Minimum rounds	16
Distance	40-100m	Par time	180s
Targets	4x SRA mini paper targets 12x 10p plates Total: 16 targets	No-shoots	NIL

Procedure	On signal, engage targets T1-T4 from area A. Engage P1-P4 (section A, RED). From area B, C, and D in the order "From left to right". Hit on plates will be indicated by flashing red light. Only clean hits on plates will be counted as hits. A spotter will observe and keep track.		
Starting position	Standing in area A.		
Firearm condition	Loaded.		
Start on	Audible signal	Ends on	Last shot
Penalties	According to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 4 – “Team Awareness Kit”



### Situation

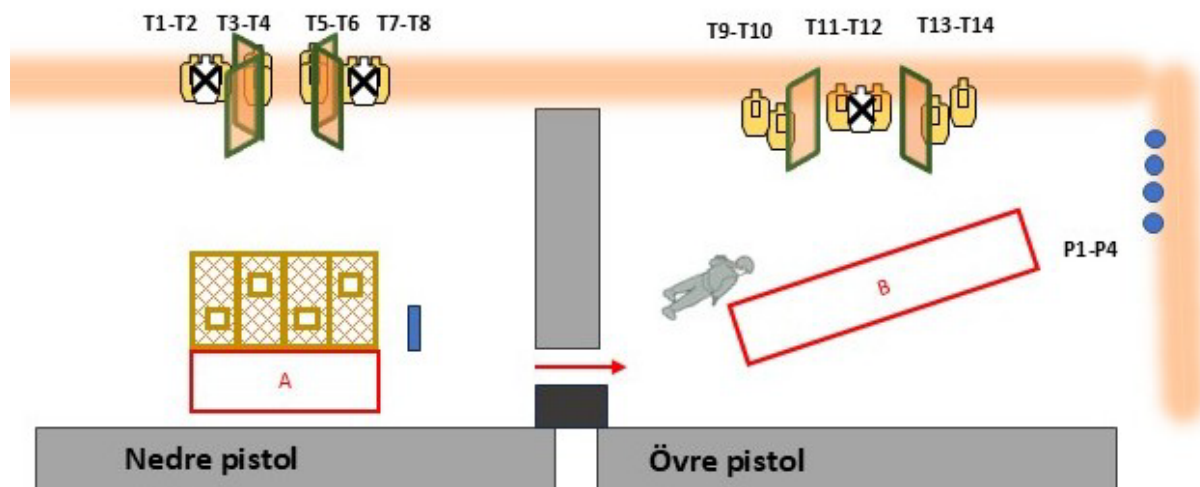
You are in the rear of your squad's fighting position tasked to monitor the ATAK tablet. All is well until your screen starts being filled with alarming “red dots”. As you lift your eyes from the screen, you spot the enemy approximately 230m out. Stow your tablet, grab your rifle and fight your way to your squad commander and relay the intel.

### Specification

Firearm(-s)	<b>Rifle</b>	Points	170p
Scoring	Unlimited	Minimum rounds	16
Distance	190-220m	Par time	180s
Targets	16x 10p Plates Total: 16 targets 1x 10p Optional task	No-shoots	NIL

Procedure	On signal engage targets P1-P4 (Section B BLUE) in the order "From left to right" from area A and (B) or Area B and (A), C and D. Hit on plates will be indicated by flashing red light. Only clean hits on plates will be counted as hits. A spotter will observe and keep track. <b><i>If ATAK tablet is placed in one of the boxes by area D before the last shot, you will receive Optional 10p.</i></b>		
Starting position	In area A or B, kneeling holding ATAK tablet in both hands.		
Firearm condition	Loaded, safety applied and placed on the ground (left or right mark) with muzzle pointing towards the berm.		
Start on	Audible signal	Ends on	Last shot
Penalties	Mandatory safety ON when moving between areas. Otherwise, it will lead to a DQ. (Muzzle pointing straight up is always considered pointing in a safe direction). <b><i>If ATAK tablet isn't brought to area D, there will be 1 penalty.</i></b> Otherwise, according to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 5 – “Free the hostage”



### Situation

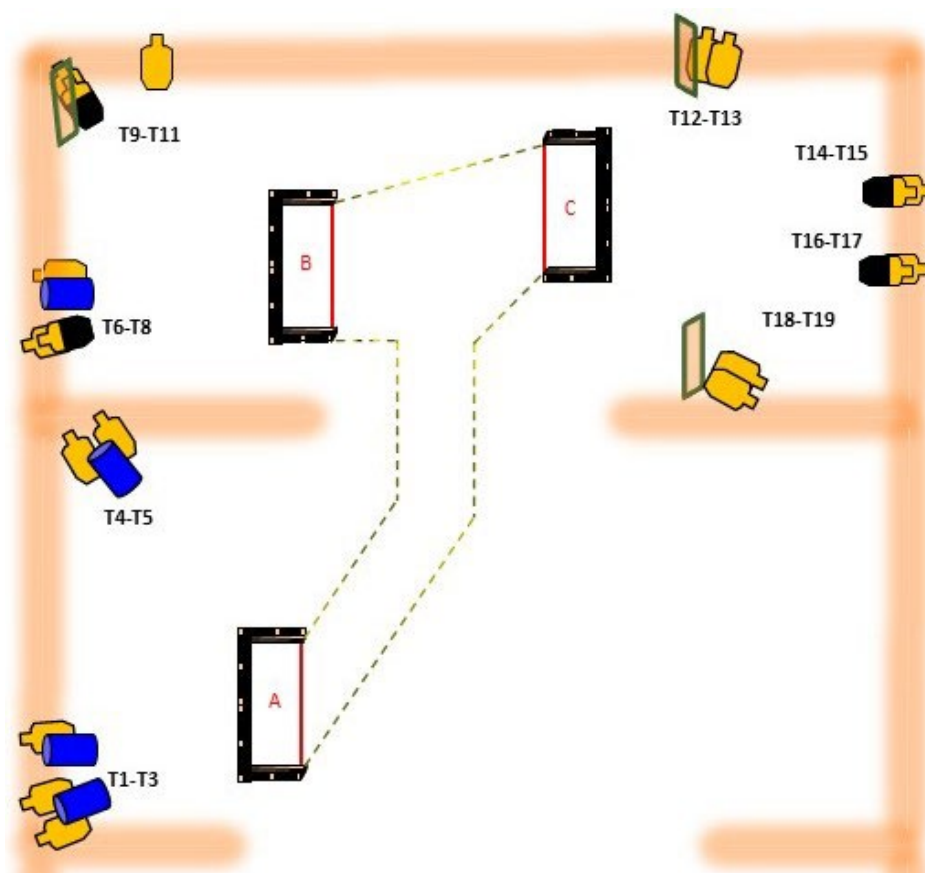
You are tasked to patrol a village where one soldier in your unit has gone missing. Criminal enemy elements have been looting and robbing in this area. Suddenly you hear a familiar voice yelling for help... Free your comrade and give him your extra pistol, so he can help you restore law and order.

### Specification

Firearm(-s)	<b>Rifle &amp; Pistol</b>	Points	170p
Scoring	Unlimited	Minimum rounds	32
Distance	8-15m	Par time	180s
Targets	14x SRA paper targets 4x 5p plates Total: 18 targets 1x 10p Optional task	No-shoots	3x

Procedure	On signal engage targets T1-T8 with <b>RIFLE</b> from area A. From area B transition to pistol, engage targets T9-T14 and P1-P4 with <b>PISTOL</b> . Once you leave area A, you are not allowed to return to area A. <u>The “2-meter rule” applies when transitioning sidearm*</u> <i>You may put the rifle on the ground (marked spot) empty or with safety applied and muzzle pointing down range. <b>Free your comrade from the zip tie with the wire cutter before the last shot. And if you hand over your spare pistol before the last shot (placed on mark). You will receive <b>Optional 10p.</b></b></i>		
Starting position	Standing in area A. Provided wire cutter and extra pistol (blue gun) in pouch or pocket.		
Firearm condition	Rifle loaded. Pistol unloaded, magazine inserted.		
Start on	Audible signal	Ends on	Last shot
Penalties	<b>If the shooter does not cut the zip-ties, it will lead to 2 penalties.</b> If not leaving the rifle empty or with safety not applied, it will lead to a DQ. Otherwise, according to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 6 – “Clear the trench”



### Situation

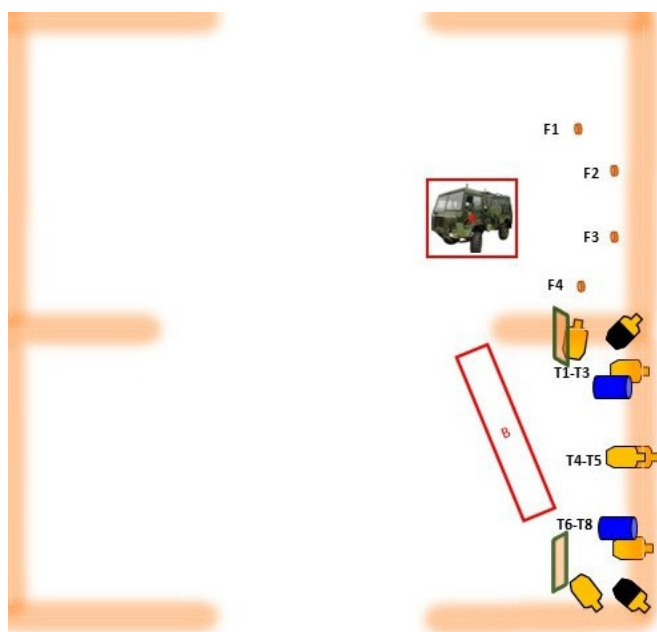
Listen up! The enemy has taken parts of our trenches, and our drone intel indicates an APC filled with enemy soldiers are heading our way. Clear the trenches and destroy the APC before it unloads. Don't forget the AT4!

### Specification

Firearm(-s)	Rifle	Points	190p
Scoring	Unlimited	Minimum rounds	38
Distance	10-20m	Par time	180s
Targets	19x SRA paper targets Total: 19 targets	No-shoots	NIL

Procedure	On signal engage targets T1-T5 from area A. From area B engage targets T6-T11. From area C engage targets T12-T19. AT4 must be carried slung on the back all the time. Mandatory safety ON when moving between areas		
Starting position	Standing in area A. P-skott (AT4) carried slung on your back.		
Firearm condition	Loaded.		
Start on	Audible signal	Ends on	Last shot
Penalties	<b>If P-skott (AT4) is not carried on the back as described in the procedure. One penalty will be given per area.</b> Otherwise, according to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		

## Stage 7 – “Take out the drones”



### Situation

You are on drone watch with your shotgun when your driver suddenly shouts, "incoming drones!." As you act quickly to take out the drones from the hatch of the "TGB11" the driver takes a bullet to the chest and the vehicle stops. Destroy the drones, dismount and engage the enemy with your pistol.

### Specification

Firearm(-s)	<b>Shotgun &amp; Pistol</b>	Points	100p
Scoring	Unlimited	Minimum rounds	20
Distance	4-15m	Par time	180s
Targets	8x SRA paper targets 4x Frangible Total: 12 targets	No-shoots	NIL

Procedure	On signal engage frangible F1-F4 with shotgun from the hatch of TGB11 in area A. Leave shotgun empty or with safety applied on the marked area with muzzle pointing down range. From area B engage targets T1-T8 with pistol. <i>You are not allowed to draw your pistol before entering area B due to the right handling sector in area B.</i> <i>No other shotgun may be used than the stage weapon. Ammunition will be provided by the RO.</i>		
Starting position	Sitting in the back of the TGB11.		
Firearm condition	Shotgun loaded with 6 shots, lying flat on the marked area on the roof of TGB11. Pistol unloaded, magazine inserted.		
Start on	Audible signal	Ends on	Last shot
Penalties	If not leaving the shotgun empty or with safety not applied, it will lead to a DQ. If you draw your pistol before entering area B, it will lead to a DQ. Otherwise, according to the SRA Rulebook.		
Handling sectors	Marked with yellow markers.		
Shooting sectors	Marked with red/white striped sticks.		