



Appendix 1 - Stage designs

General stage notes

Stage designs

All visual stage designs in this appendix are **schematic and not to scale**. Distances, target positions, shooting areas, routes, barriers and other graphical elements are approximate unless explicitly stated otherwise. **All stage designs are subject to change up to and including the day of the match.**

Weapons to be used: Optional

Where a stage lists "Weapons to be used: Optional", the shooter may use Rifle, Handgun, or any combination of the two to engage the targets, unless the stage description states otherwise. All weapon-ready conditions, Handling Sectors and other stage-specific requirements remain applicable.

Relevant SRA 8.1 rules

The rule text below is translated into English from the Swedish SRA 8.1 rulebook. *The Swedish rulebook remains authoritative for this competition.*

Rule 3.3.9 - Holstering a loaded handgun: A loaded pistol or revolver may never be required by the stage description to be holstered during a stage. If the shooter chooses to holster a loaded pistol or revolver, the firearm must be made safe. A pistol or revolver without an external safety may only be holstered if the action is decocked and/or the chamber is empty. A pistol with a trigger safety, such as a Glock, is considered safe when the finger is outside the trigger guard.

Rule 3.3.10 - Muzzle direction during holstering and while holstered: During the shooting stage, the muzzle must remain within the stage Safety Angles. When a pistol or revolver is being holstered, drawn, or carried loaded in the holster, its muzzle must remain within the Safety Angles regardless of starting position, or alternatively point at a point no more than two metres in front of the shooter in the direction of fire.

Rules 3.4.2-3.4.4 - Safety Angles: The Safety Angles define the limits within which the muzzle must remain during the stage. The vertical Safety Angle is 180 degrees unless restricted by the physical environment. The horizontal Safety Angle is 180 degrees unless otherwise specified in the stage description.

Rule 5.3.2.4 - Holster position: The holster must allow the handgun to be drawn in a safe direction without sweeping the shooter. With the handgun holstered and the shooter in the standard starting position, the muzzle may not point more than two metres away from the shooter, measured where the bore axis intersects the ground.

Handling Sectors and Safety Angles

The stage descriptions use **Handling Sectors** for the marked directions in which firearms may be handled. The Swedish rulebook uses the term pekvinklar, translated here as Safety Angles.

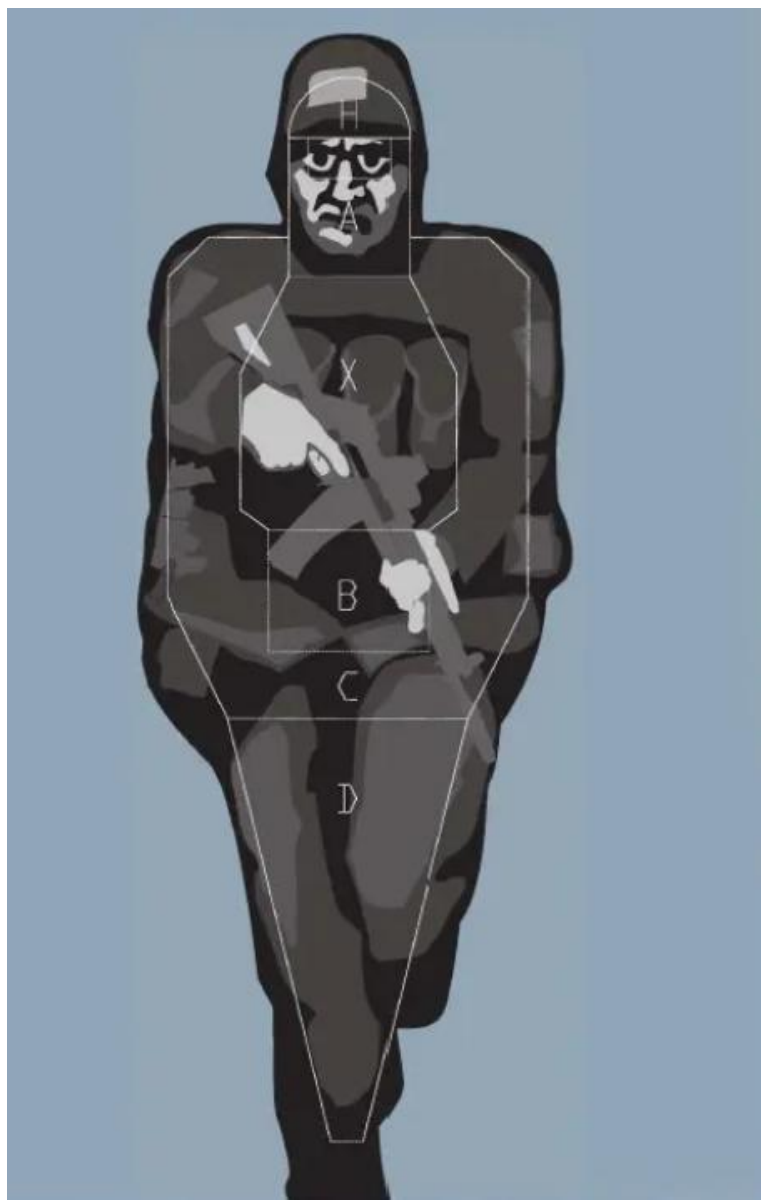
A **muzzle-up direction** is considered safe unless the firearm is clearly pointing in the wrong direction or a narrower Safety Angle has been specified for the stage. A **muzzle-down direction** may be understood using the **"two-metre rule"**: for practical visualization, imagine a two-metre circle around the shooter. The muzzle may point down within that area, provided all other applicable Safety Angles and stage-specific restrictions are observed. This circle is a practical visualization of the rule and not wording taken directly from the rulebook.

Targets

Paper targets are HF2020 targets. Steel targets are primarily IPSC Metric C- and D-plates. Poppers and steel plates of other sizes and shapes may also occur on individual stages.

Steel targets at longer distances will be equipped with hit indicators.

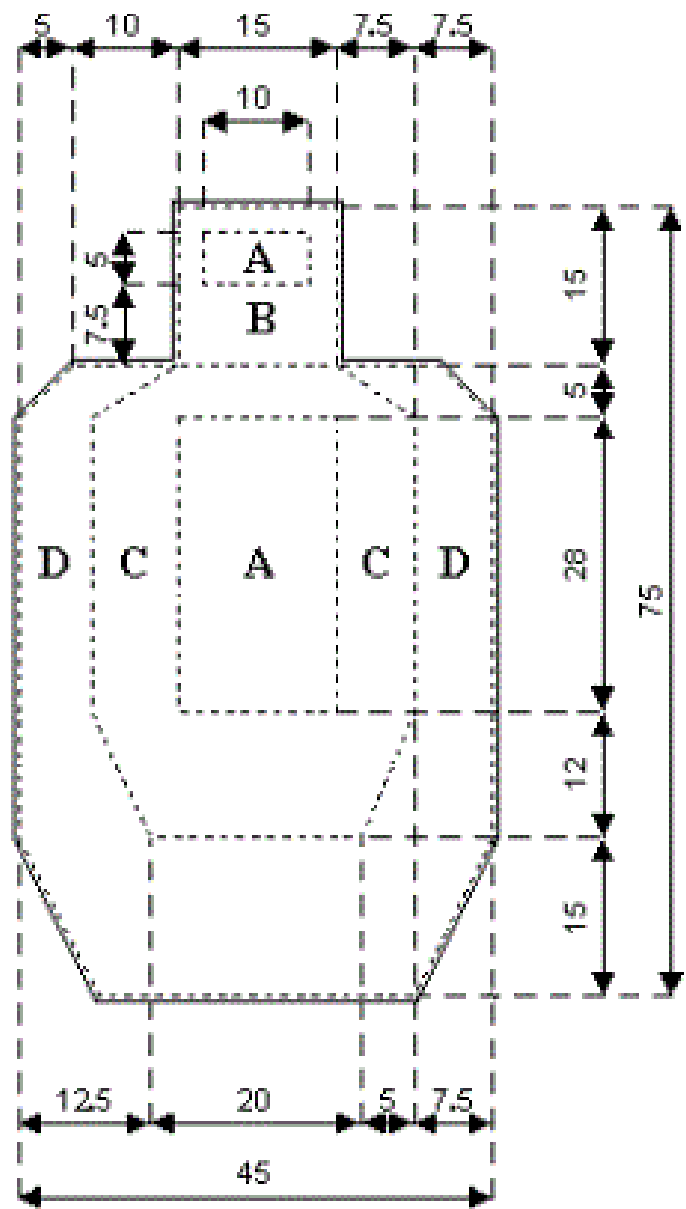
HF2020 Paper Targets



Scoring zone	Points
H	1
X	2
C / D	3
B	4
A	5

IPSC Metric C- and D-Plates

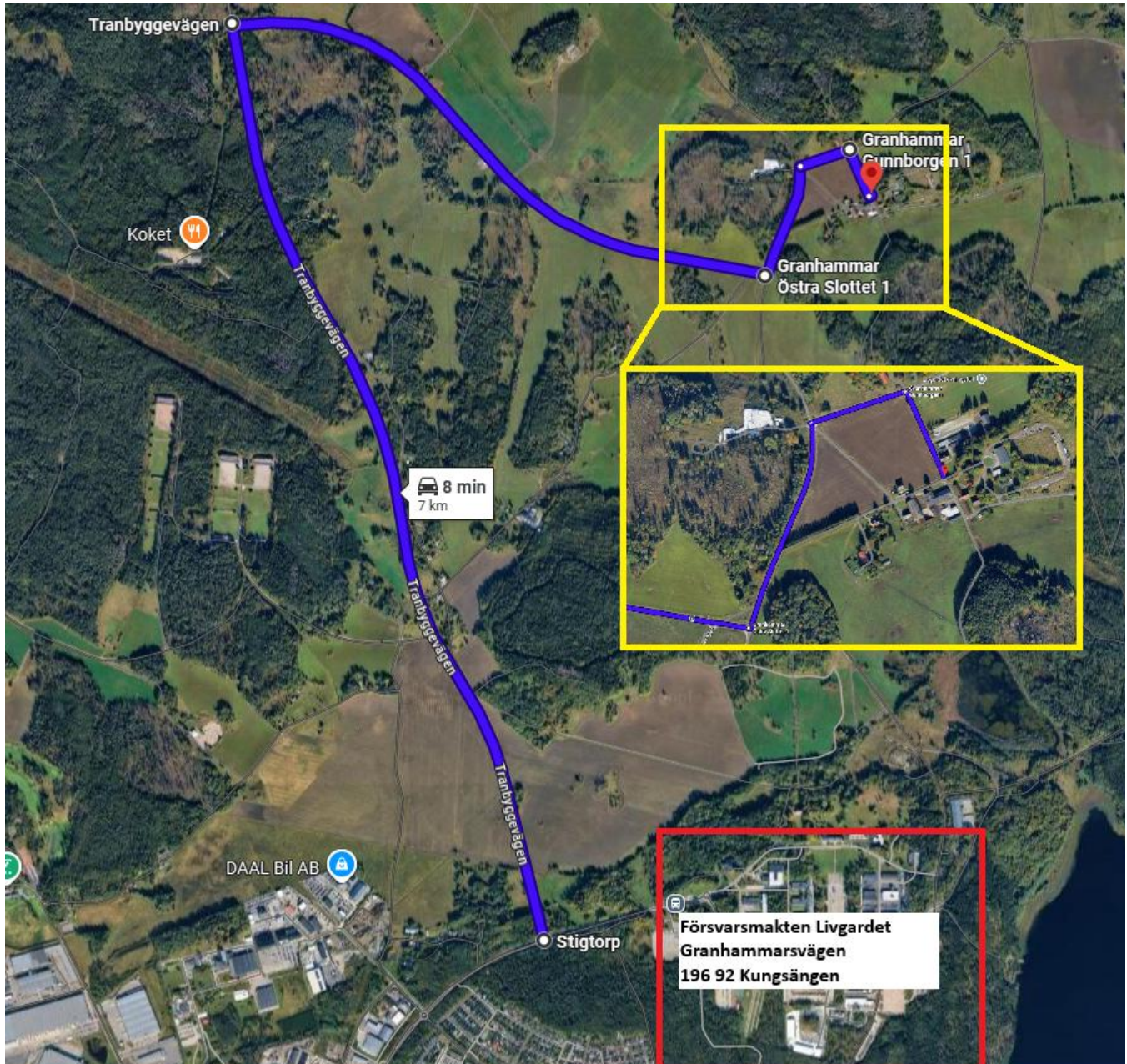
- A C-plate follows the target profile to the outer edge of the C-zone.
- A D-plate follows the full D-zone profile.
- A hit anywhere on the steel plate scores the points specified for that target.



All measurements are
in centimeters

Driving Directions to Staging Area

Driving route to the match staging and parking area.



Overview Map

All march routes will be clearly marked with flags.



Staging Area

Match staging and administrative area.



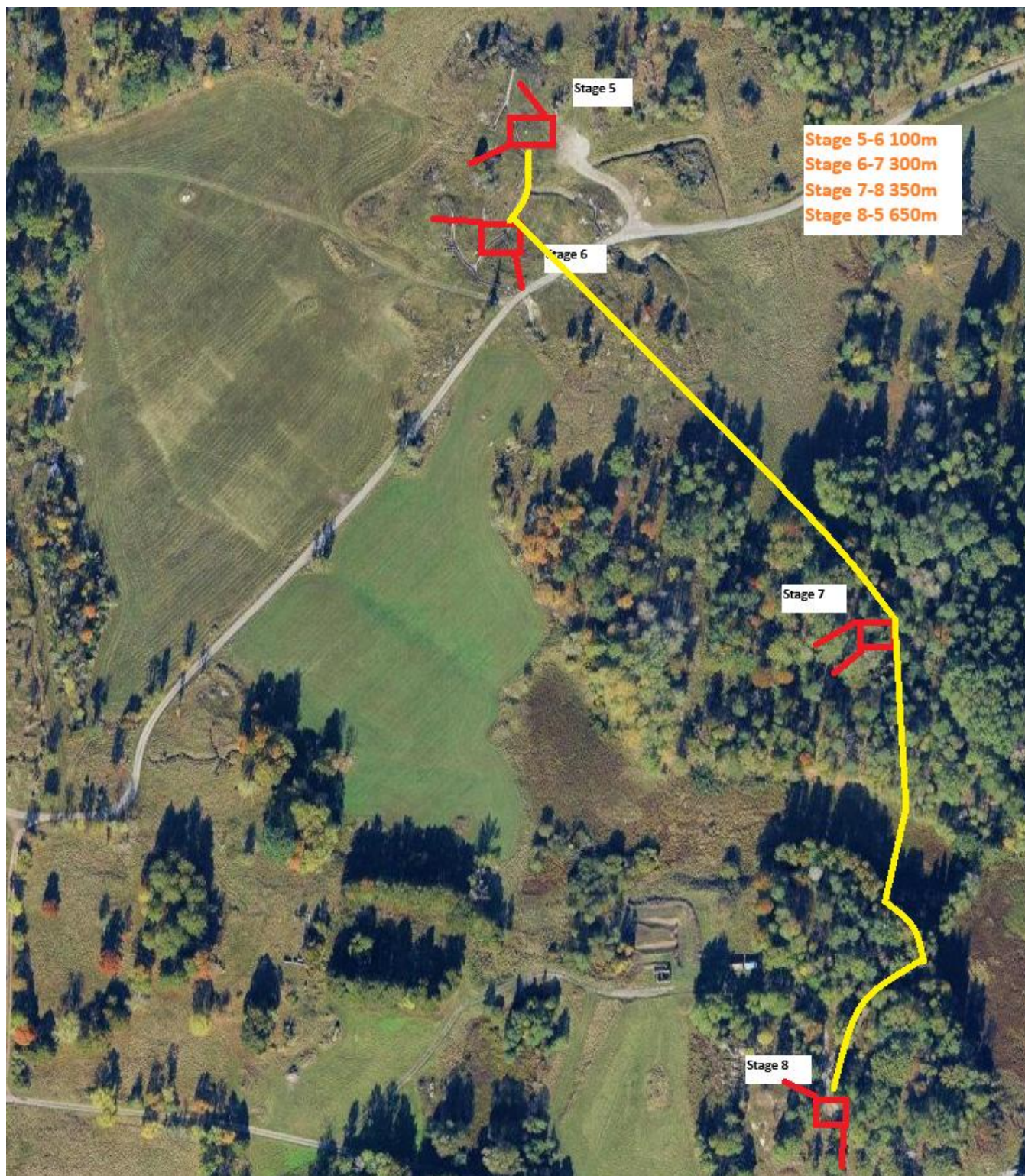
AO Alpha

Approximate march routes: Stage 1-2: 600 m | Stage 2-3: 450 m | Stage 3-4: 500 m | Stage 4-1: 1,350 m
All march routes will be clearly marked with flags.



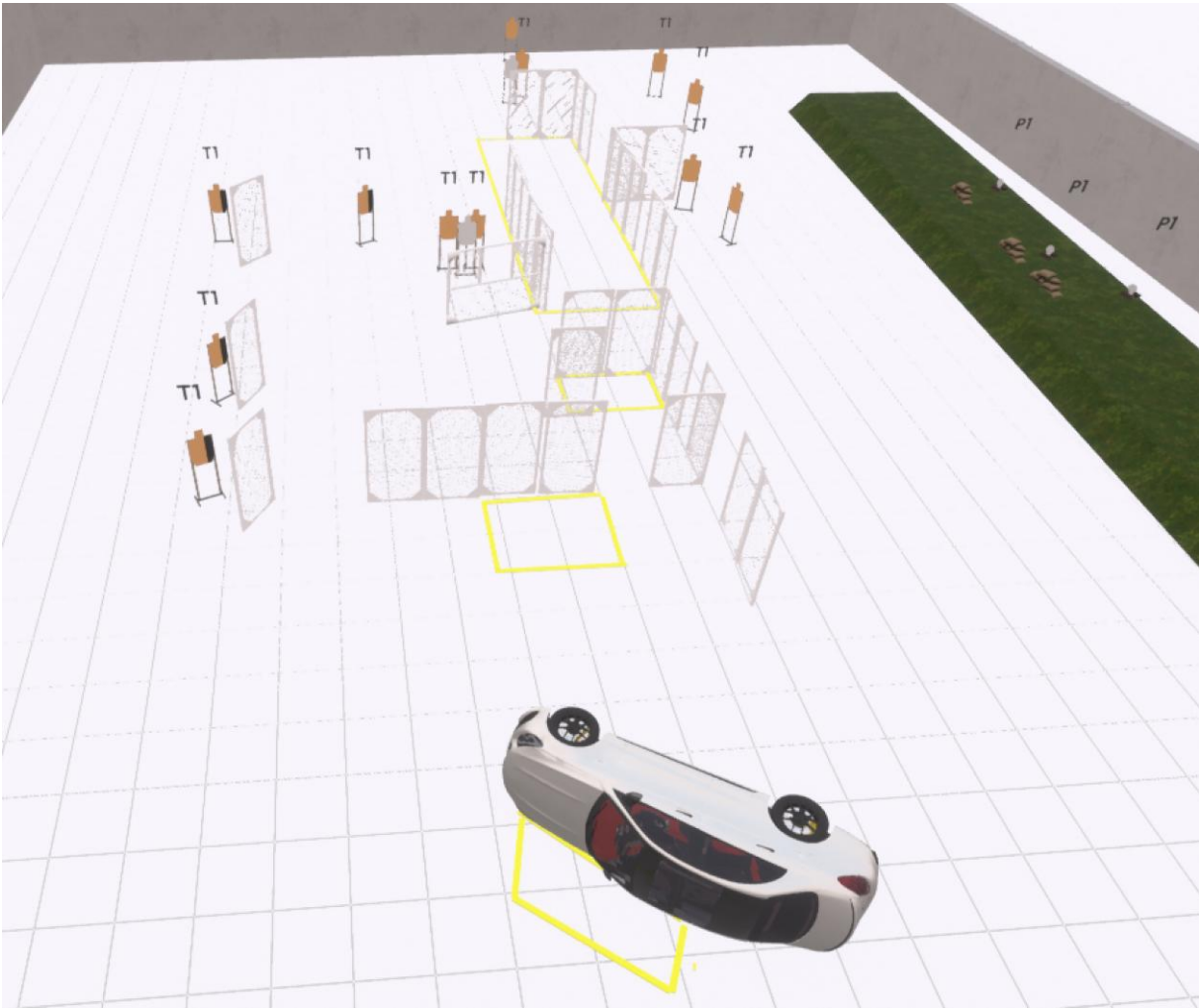
AO Bravo

Approximate march routes: Stage 5-6: 100 m | Stage 6-7: 300 m | Stage 7-8: 350 m | Stage 8-5: 650 m
All march routes will be clearly marked with flags.



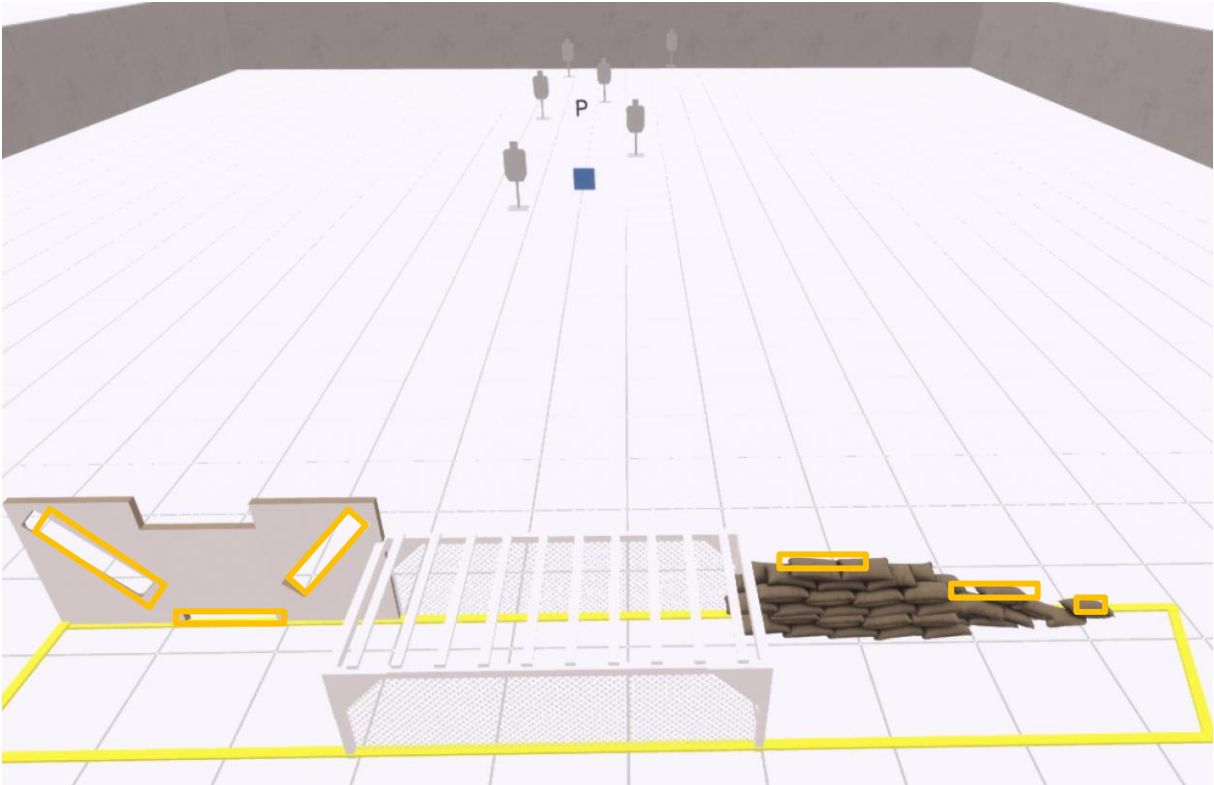
Stage 1: Ambushed	
Holding Area: Safety Area:	
Weapons to be used: Handgun only	
Scenario: While on a vehicle patrol, the vehicle you are travelling in hits an IED. Your rifle is stuck in the vehicle and enemy forces are closing in.	
Targets	12 Paper targets 3 Poppers worth 5 points each 2 no shoots
Range	2-25 m
Minimum Rounds to be scored	27
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	135
Handling Sectors	90 degrees following, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Kneeling in Shooting Area A, both knees on the ground.
Weapon ready conditions	Holstered, unloaded, magazine inserted
Start on	Signal
Finish on	Last shot
Procedure	On signal, engage all targets from Shooting Areas A, B, C and D.
Special Regulations	NIL

Design Stage 1



Stage 2: (Out) in the fields	
Holding Area: Safety Area:	
Weapons to be used: Rifle	
Scenario: You are resting in your defensive position and the enemy is advancing across the field. You need to kill them.	
Targets	1 Blue Plate – to be engaged once from each shooting position, for a total of six times. 6 White Plates All plates are worth 10 points
Range	50-300 m
Minimum Rounds to be scored	12
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	120
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Lying on your back in the bivy bag, hands crossed behind your head.
Weapon ready conditions	Rifle on ground outside the bivy bag, muzzle inside handling sectors, magazine inserted, bolt forward, empty chamber.
Start on	Signal
Finish on	Last shot
Procedure	On signal, enter the Shooting Area on either side of the Cooper Tunnel. From each marked position, engage the blue plate and one white plate. Each white plate may only be engaged from one marked position, and no more than one white plate may be engaged from each position.
Special Regulations	Once the Shooting Area has been entered, it may not be left during the stage. The shooter must pass through the Cooper Tunnel to reach the other side of the barricade. Each fallen stick incurs one procedural penalty.

Design Stage 2



Stage 3: Onwards	
Holding Area: Safety Area:	
Weapons to be used: Optional	
Scenario: You've been fighting through the area and found an enemy position. Let's take 'em.	
Targets	8 Paper targets 4 Plates, Plates are worth 10 points each
Range	30-130 m
Minimum Rounds to be scored	20
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	120
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	In Shooting Area A, one knee on the ground.
Weapon ready conditions	Rifle loaded, muzzle pointing 45 degrees down. Handgun holstered; magazine insertion is optional.
Start on	Signal
Finish on	Last shot
Procedure	On signal, engage all targets in Target Group 1 from Shooting Area A, Target Group 2 from Shooting Area B, and Target Group 3 from Shooting Area C.
Special Regulations	If the shooter intends to reholster a loaded handgun during the stage, the shooter and RO must establish before the start signal that the handgun meets the requirements of SRA rule 3.3.9. Handling sectors continue to apply while the handgun is loaded and holstered in accordance with SRA rule 3.3.10.

Design Stage 3



Stage 4: Peel right	
Holding Area: Safety Area:	
Weapons to be used: Optional	
Scenario: You are patrolling along a road when you are ambushed. Contact right! Firing positions! Peel right!	
Targets	20 Paper targets
Range	5-20 m
Minimum Rounds to be scored	40
Mandatory Tasks	The shooter must carry the provided patrol bag on their back when firing either firearm. Each shot fired without the patrol bag being carried on the shooter's back constitutes one procedural error.
Optional Tasks	In each of the first four Shooting Areas, a crew member will display a numbered sign. The sign will be displayed from the shooter's first shot until the shooter leaves the Shooting Area. Calling out the correct number in English awards 5 bonus points per Shooting Area.
Maximum points	220
Handling Sectors	Red and white ribbons in each respective Shooting Area; only up and down when moving between areas.
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Standing with both feet touching the marked line of Shooting Area A, facing down the road.
Weapon ready conditions	Rifle loaded, carried relaxed in front of the body. Handgun holstered; magazine insertion is optional.
Start on	Signal
Finish on	Last shot
Procedure	On signal, engage all targets from Shooting Areas A, B, C, D and E.
Special Regulations	This stage will use hot scoring. If the shooter wishes, a squad member may accompany the scorer. If the shooter intends to reholster a loaded handgun during the stage, the shooter and RO must establish before the start signal that the handgun meets the requirements of SRA rule 3.3.9. Handling sectors continue to apply while the handgun is loaded and holstered in accordance with SRA rule 3.3.10.

Design Station 4



Stage 5: Retake the trench	
Holding Area: Safety Area:	
Weapons to be used: Optional	
Scenario: The enemy has taken your trench and reinforcements are incoming. Retake the trench and stop the reinforcements.	
Targets	8 Paper targets 6 Plates. Plates are worth 10 points each; the Plate at 400 m awards an additional 10 bonus points when hit.
Range	2-400 m
Minimum Rounds to be scored	22
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	150
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Standing with your back against the marked wall.
Weapon ready conditions	Rifle loaded. Handgun holstered; magazine insertion is optional.
Start on	Signal
Finish on	Last shot
Procedure	On signal, engage all targets from the designated Shooting Areas.
Special Regulations	If the shooter intends to reholster a loaded handgun during the stage, the shooter and RO must establish before the start signal that the handgun meets the requirements of SRA rule 3.3.9. Handling sectors continue to apply while the handgun is loaded and holstered in accordance with SRA rule 3.3.10.

Design Stage 5



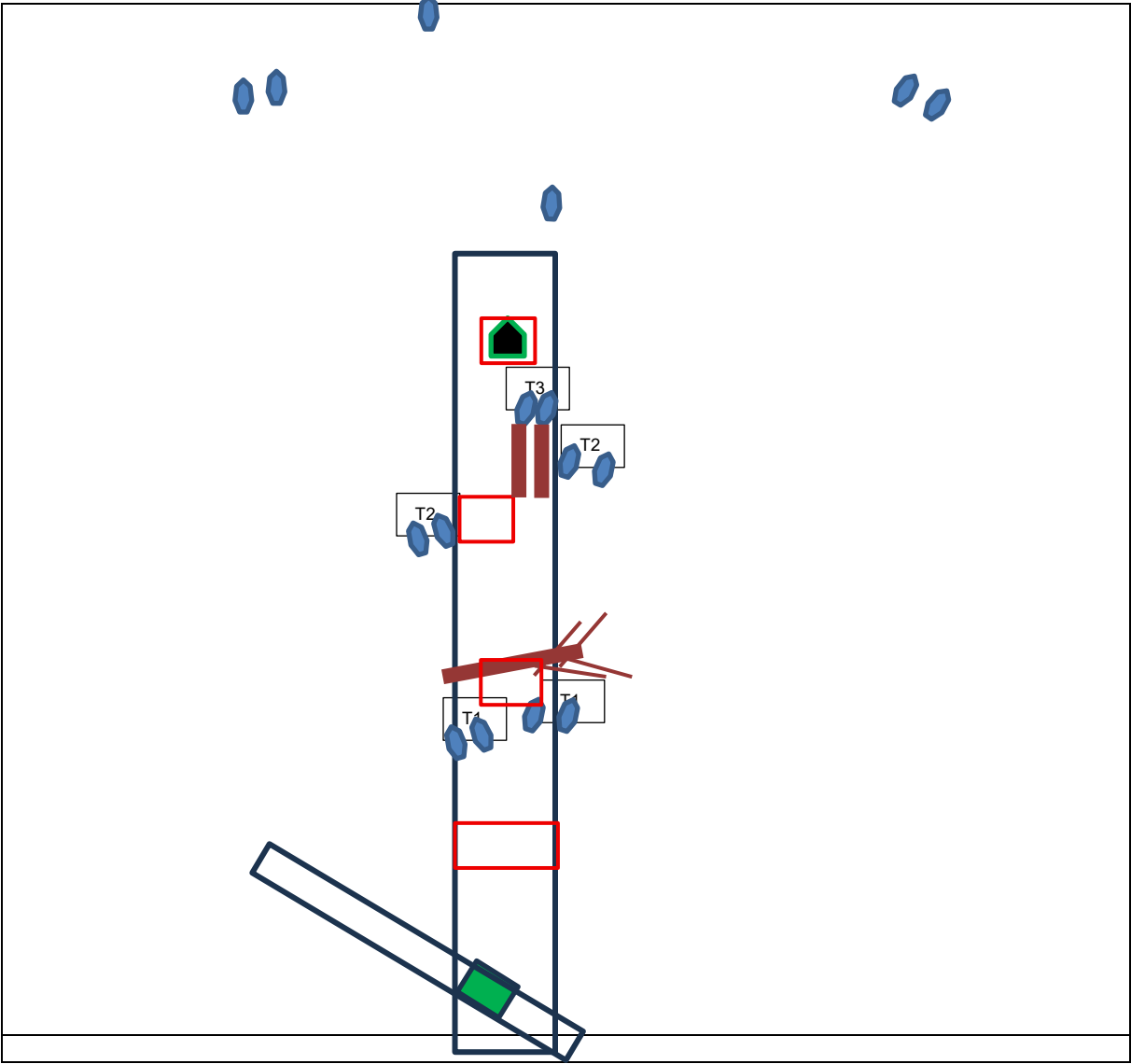
Stage 6: Ohoy	
Holding Area: Safety Area:	
Weapons to be used: Rifle, Handgun	
Scenario: You are alone, they are many.	
Targets	12 Paper targets 6 Plates, Plates are worth 10 points each, including pistol plates
Range	3-220 m
Minimum Rounds to be scored	30
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	180
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Standing in the Starting Area.
Weapon ready conditions	Rifle loaded. Handgun holstered, magazine inserted, chamber empty.
Start on	Signal
Finish on	Last shot
Procedure	On signal, engage all targets from the designated Shooting Areas. Place the rifle in the designated area before crawling through the tunnel.
Special Regulations	This stage will use hot scoring. If the shooter wishes, a squad member may accompany the scorer. The shooter may only move within the trench. The handgun may only be drawn and loaded after the shooter has passed through the tunnel.

Design Stage 6



Stage 7: Hit the OP	
Holding Area:	
Safety Area:	
Weapons to be used: Optional	
Scenario: You have been tasked with clearing an enemy observation post. While engaging the guard patrols, the enemy officers flee across the field. Don't let them get away.	
Targets	10 Paper targets 6 Plates, Plates are worth 10 points each
Range	10-170 m
Minimum Rounds to be scored	26
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	160
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Kneeling in the Starting Area, one knee on the ground.
Weapon ready conditions	Rifle loaded, muzzle pointing 45 degrees down. Handgun holstered; magazine insertion is optional.
Start on	Signal
Finish on	Last shot
Procedure	On signal, move along the marked route. From Shooting Area A, engage Target Group 1; from Shooting Area B, engage Target Group 2; from Shooting Area C, engage Target Group 3. From Shooting Area D, engage all plates.
Special Regulations	Target Group 2 may only be engaged from Shooting Area B, as defined by the shooting sectors. Engaging Target Group 2 from Shooting Area C constitutes firing outside the shooting sector and will result in disqualification. If the shooter intends to reholster a loaded handgun during the stage, the shooter and RO must establish before the start signal that the handgun meets the requirements of SRA rule 3.3.9. Handling sectors continue to apply while the handgun is loaded and holstered in accordance with SRA rule 3.3.10.

Design Stage 7



Stage 8: Running Low	
Holding Area: Safety Area:	
Weapons to be used: Handgun, Rifle	
Scenario: You have been fighting and are down to your last rifle rounds when you come up behind an enemy position. You decide to use your handgun for the close quarters in the trench and save your rifle rounds for better use. When you have cleared the trench, you spot a squad of enemy soldiers retreating across the field. Will you gun them down or let them get away?	
Targets	8 mandatory Paper targets 6 optional Bonus Plates, worth 10 points each
Range	2-200 m
Minimum Rounds to be scored	16
Mandatory Tasks	NIL
Optional Tasks	NIL
Maximum points	140
Handling Sectors	Red and white ribbons, up and down
Shooting Sectors	Yellow poles.
Maximum time	180 seconds
Starting Position	Standing in the Starting Area.
Weapon ready conditions	Rifle slung on back, magazine containing 10 rounds inserted, bolt forward, chamber empty. No additional rifle ammunition may be carried into the stage. Handgun loaded and held in hand(s).
Start on	Signal
Finish on	Last shot with rifle
Procedure	On signal, move into and through the trench, engaging all paper targets from the designated Shooting Areas. In the last part of the trench, holster or place the handgun in the designated area and engage as many bonus targets as you wish with your rifle.
Special Regulations	Only rifle magazines may be dropped during the stage. The weight requirement for the Military Division does not apply; however, all other mandatory gear used throughout the match must be worn during the stage. The rifle may only be fired from the final Shooting Area, and only at the plates in the field. All plates are bonus targets. No miss or failure-to-engage penalties apply to bonus targets. The designated area for placing the handgun is located in the last part of the trench. Remember that a handgun placed on the ground must be unloaded. If the shooter intends to reholster a loaded handgun during the stage, the shooter and RO must establish before the start signal that the handgun meets the requirements of SRA rule 3.3.9. Handling sectors continue to apply while the handgun is loaded and holstered in accordance with SRA rule 3.3.10.

Design Stage 8

