DESCRIPTION OF EVENTS

Obstacle Course Event

Shooters will stage weapons only at the base of the tower.
Shooters will start at the starting position near the wall.
On start shooters will negotiate all obstacles and then move to the tower.

Shooters will engage all targets with 2 rounds each and then engage the reactionary target to stop the time.

All obstacles must be attempted and if they can not be completed it will be a 2 minute penalty.

All bars on the monkey bars must be touched.
If you fall off the balance beam you must start it over.

Teams will carry all gear needed for the event.
Dropping a rifle will result in a DQ for this event.

Total Rounds: 5 per Team
Targets: Cold bore
Range: 200 yards