



PROJECT MAPLESEED

CHALLENGE #10 - STAND READY

PRINT ON 8.5X11 AND PLACE AT 25 METERS OR YARDS

ROUND COUNT : 10 ROUNDS POSITION: STANDING

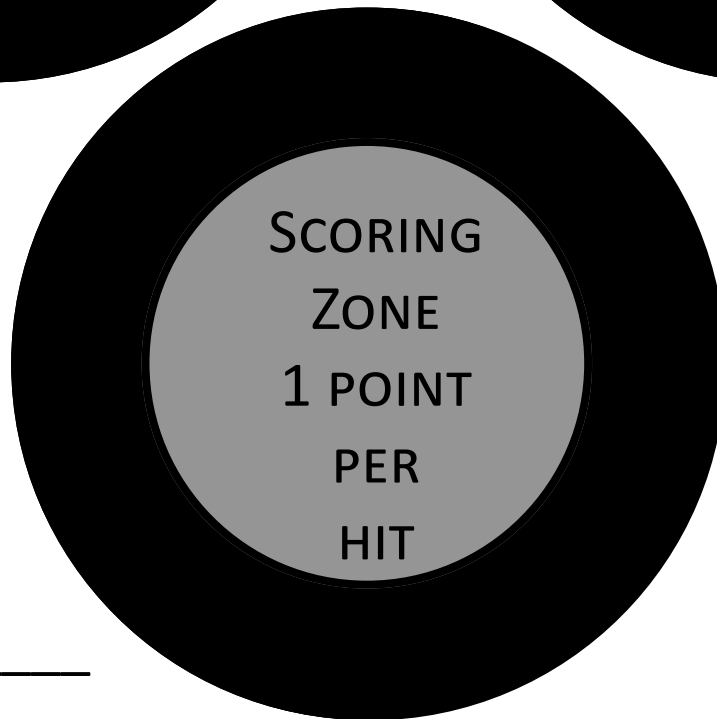
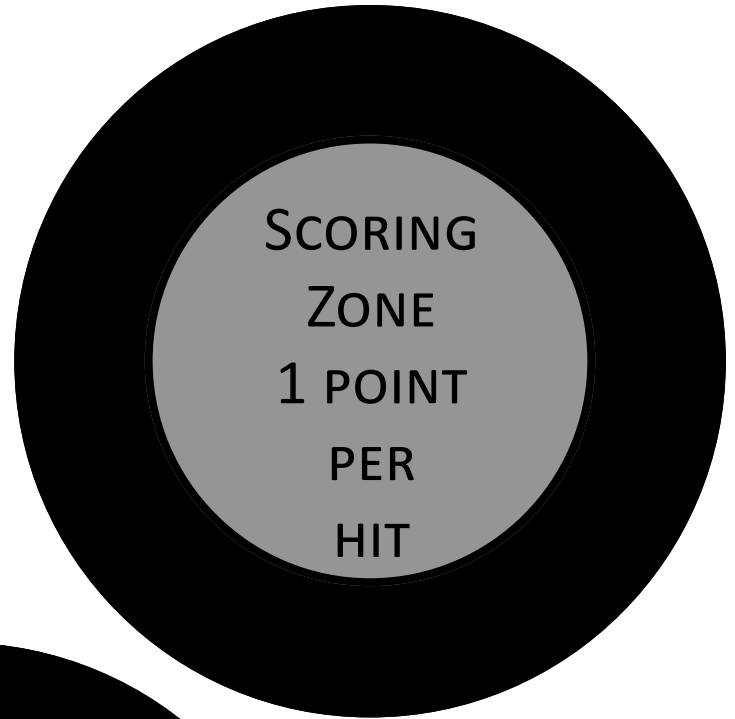
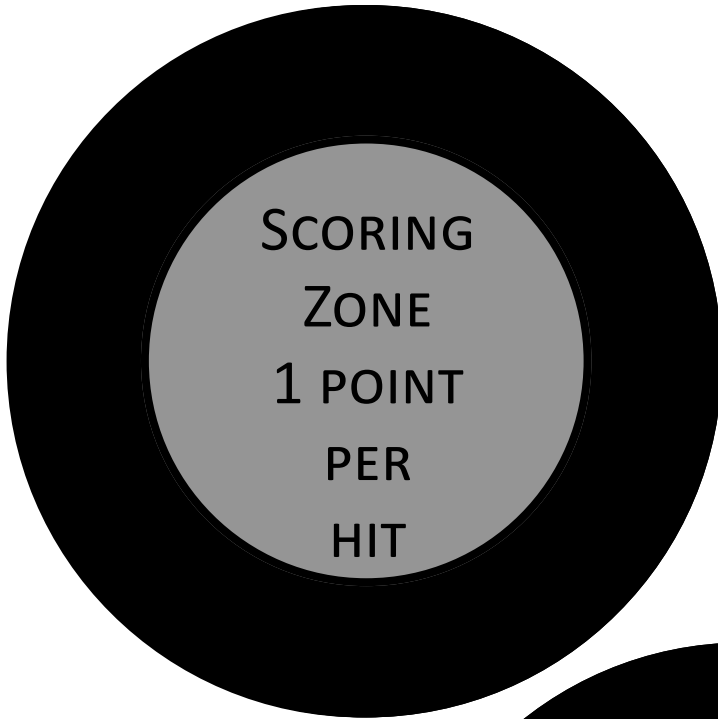
SUPPORT: SLING ONLY

TIME LIMIT: 90 SECONDS

PROCEDURE: ENGAGE EACH LARGE TARGET WITH 3 ROUNDS, FINAL ROUND IS SHOT ON THE BONUS TARGET. 8 POINTS OR MORE EARNS A STICKER.

DATE: _____

NAME: _____



SCORE: _____

CHALLENGE TARGETS ARE PRINTED BY INDIVIDUALS FOR PRACTICE
AND ARE NOT USED AT OFFICIAL PROJECT MAPLESEED EVENTS.

PLEASE DISPOSE OF TARGETS APPROPRIATELY.



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CHALLENGE #11 - LET IT SNOW.

PRINT ON 8.5x11 AND PLACE AT 25 METERS OR YARDS

ROUND COUNT : 5 ROUNDS POSITION: ANY POSITION

SUPPORT: SLING ONLY TIME LIMIT: 60 SECONDS

PROCEDURE: ENGAGE EACH TARGET WITH 1 SHOT ONLY.

INNER BLACK STAR IS 3 POINTS, INNER WHITE STAR IS 2 POINTS AND
BLACK OUTER SNOWFLAKE IS WORTH 1 POINT.

SCORE 10 OR MORE TO EARN YOUR STICKER.



DATE: _____

NAME: _____

RIFLE: _____

SIGHTS: _____

AMMUNITION: _____

SCORE: _____

13-15 - EXPERT

10-12 - RIFLEMAN

7-9 - SHARPSHOOTER

5-6 - MARKSMAN

1-4 - UNQUALIFIED

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PROJECT MAPLESEED

CHALLENGE #13 - HEAD OVER HEELS

PRINT ON 8.5X11 AND PLACE AT 25 METERS OR YARDS

DATE: _____

NAME: _____

RIFLE: _____

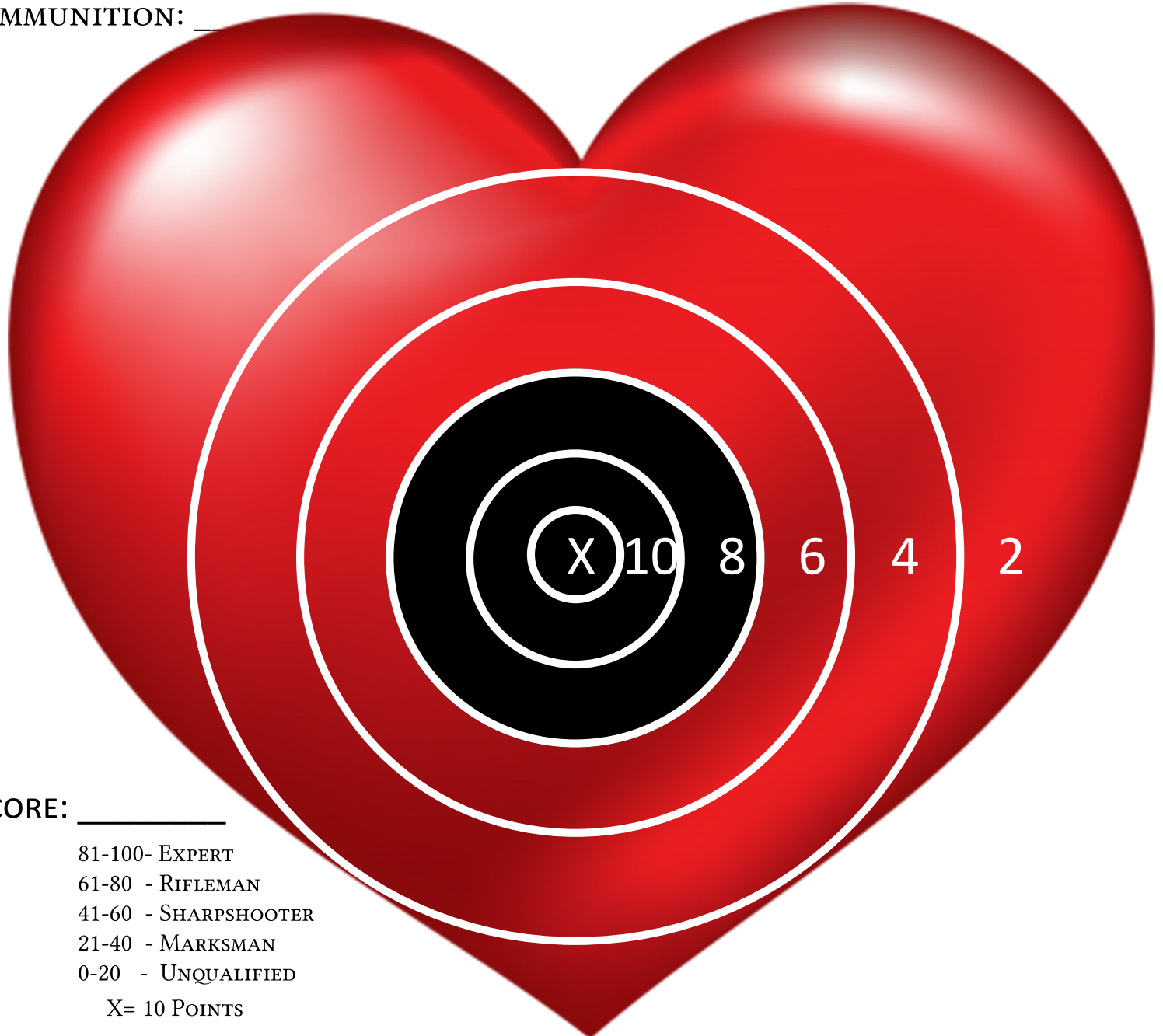
AMMUNITION: _____

ROUND COUNT : MAXIMUM 10 ROUNDS

POSITION: STANDING WITH OPTIONAL SLING

SUPPORT: NO SUPPORT

TIME LIMIT: 100 SECONDS



SCORE: _____

81-100- EXPERT

61-80 - RIFLEMAN

41-60 - SHARPSHOOTER

21-40 - MARKSMAN

0-20 - UNQUALIFIED

X= 10 POINTS

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CHALLENGE #14 - PYRAMID PRESSURE

PRINT ON 8.5X11 AND PLACE AT 25 METERS OR YARDS

ROUND COUNT : MAXIMUM 10 ROUNDS

POSITION: PRONE WITH OPTIONAL SLING

TIME LIMIT: 60 SECONDS

DATE: _____

NAME: _____

RIFLE: _____

AMMUNITION: _____

SCORE: _____

1 POINT PER CIRCLE HIT

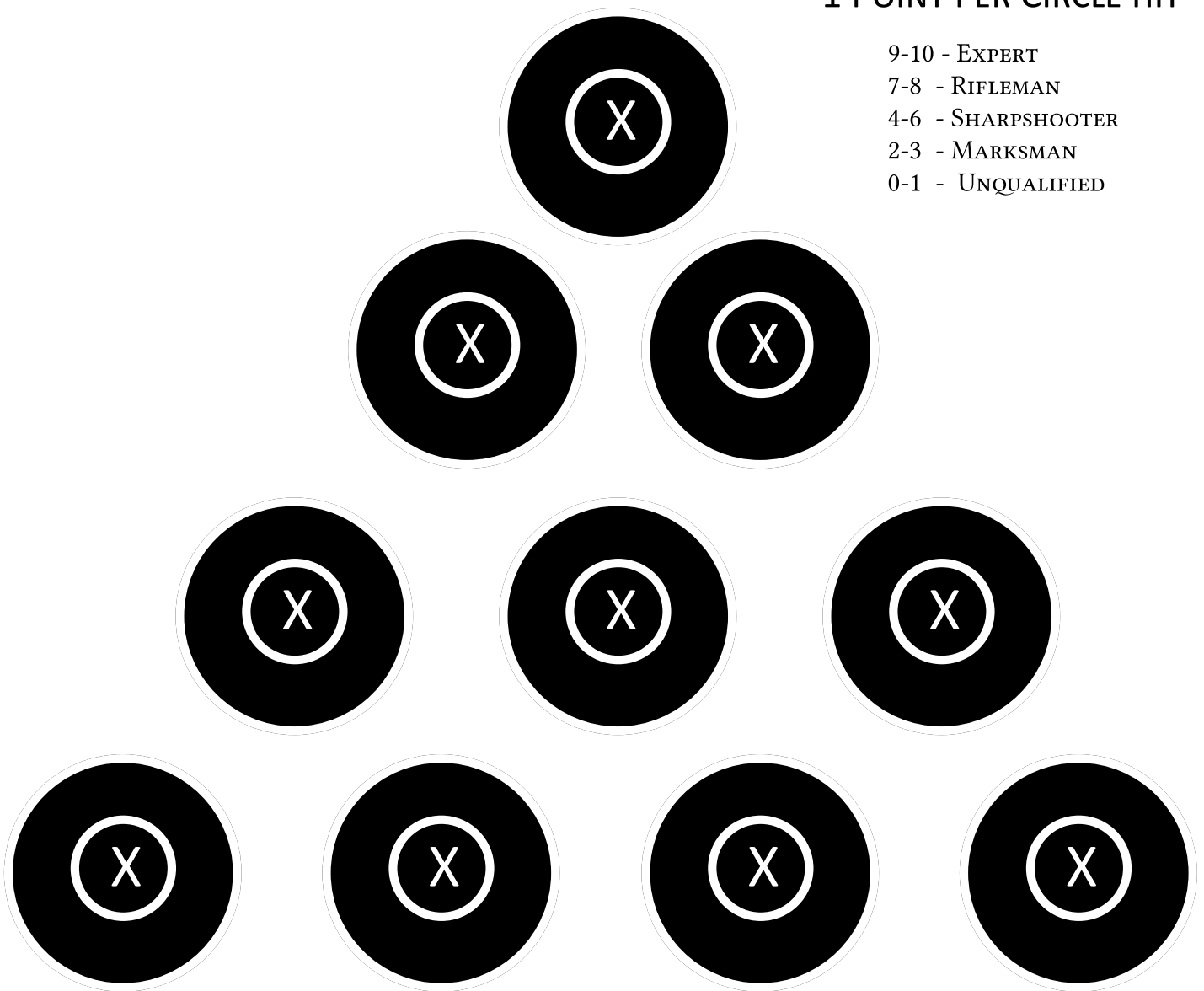
9-10 - EXPERT

7-8 - RIFLEMAN

4-6 - SHARPSHOOTER

2-3 - MARKSMAN

0-1 - UNQUALIFIED



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CHALLENGE #15 - CHECK YOURSELF...

PRINT ON 8.5X11 AND PLACE AT 25 METERS OR YARDS

DATE: _____

NAME: _____

RIFLE: _____

AMMUNITION: _____

ROUND COUNT : MAXIMUM 12 ROUNDS, 2 DIFFERENT STAGES
MAXIMUM 60 SECONDS DELAY BETWEEN STAGES.

STAGE 1: LARGE TARGET - STANDING, 3 ROUNDS, 30 SECONDS

STAGE 2: SMALL TARGETS - PRONE/BENCH, 9 ROUNDS, 45 SECONDS
3 ROUNDS PER SMALL TARGET. UNSUPPORTED, SLING ONLY

DO NOT TRANSITION WITH LOADED RIFLE

SCORE: _____

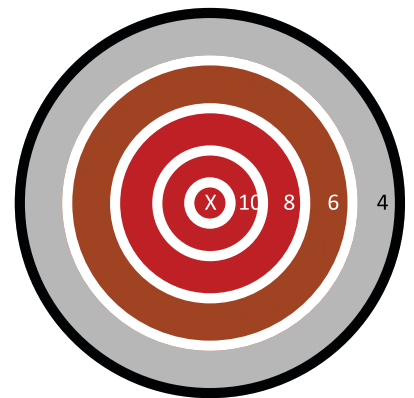
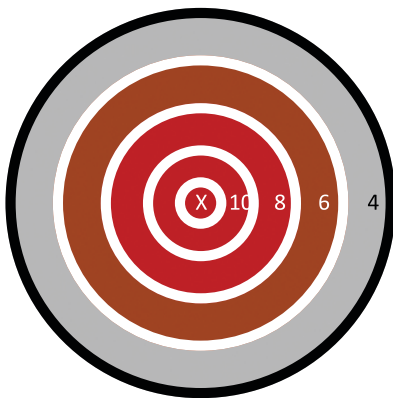
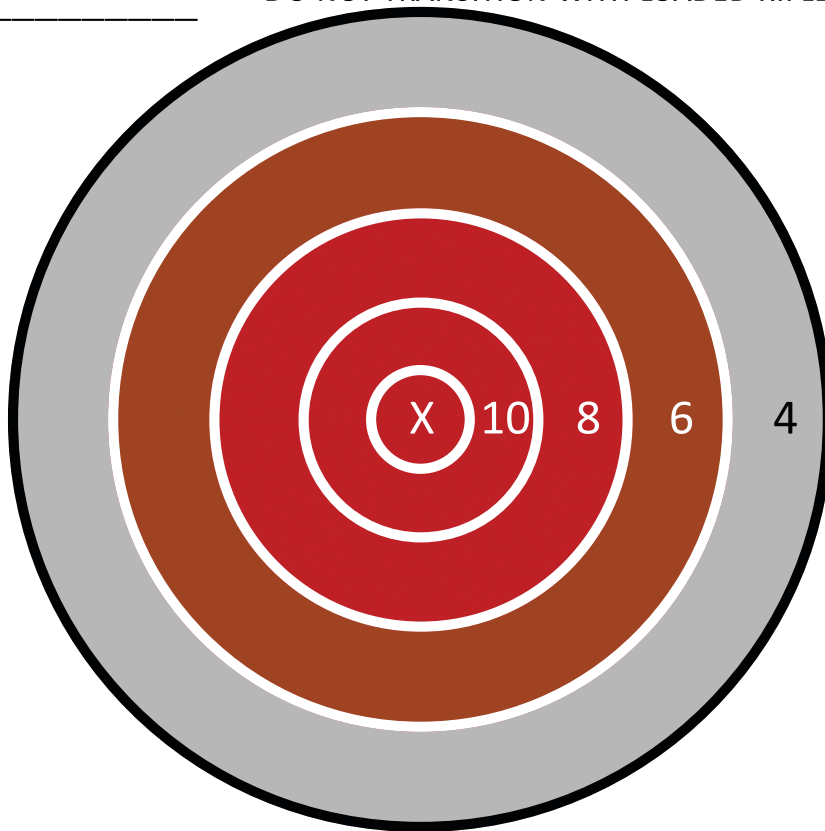
105-120 - EXPERT

90-104 - RIFLEMAN

75-89 - SHARPSHOOTER

60-74 - MARKSMAN

0-59 - UNQUALIFIED



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CHALLENGE #16 - ROAD TO MARKSMANSHIP

PRINT ON 8.5X11 AND PLACE AT 25 METERS OR YARDS

DATE: _____

NAME: _____

RIFLE: _____

AMMUNITION: _____

SCORE: _____

ROUND COUNT : MAXIMUM 15 ROUNDS

MAXIMUM 180 SECONDS. 3 ROUNDS PER TARGET. UNSUPPORTED,
SLING ONLY. YOUR CHOICE OF POSITION.

** EVERYONE WHO SUBMITS A TARGET WILL EARN A STICKER **

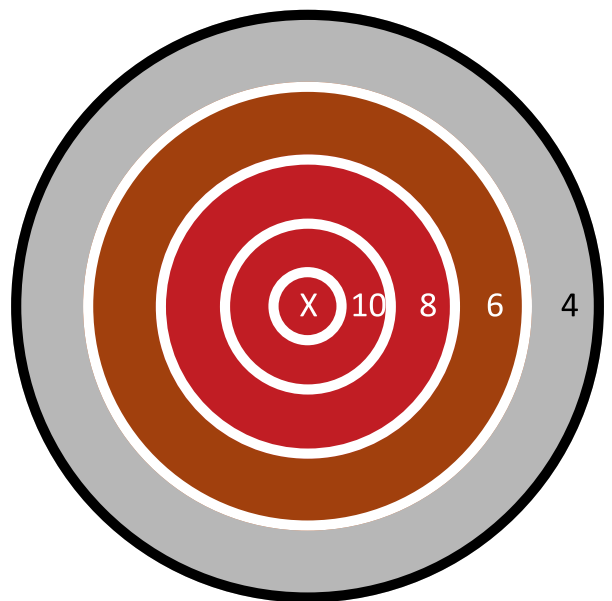
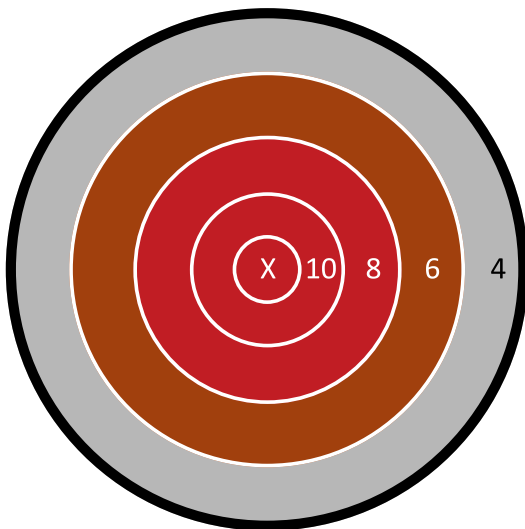
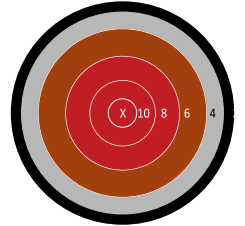
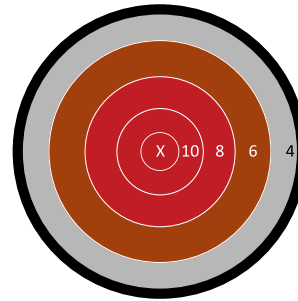
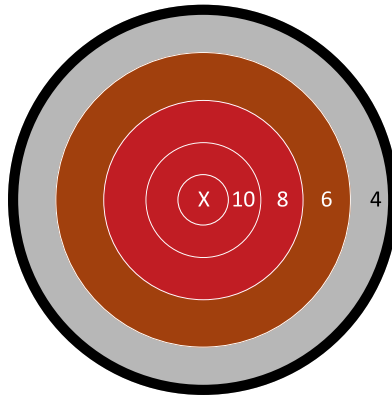
131-150 - EXPERT

121-130 - RIFLEMAN

91-120 - SHARPSHOOTER

61-91 - MARKSMAN

0-60 - UNQUALIFIED



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