



VRS Coldbore SpearHead Challenge 2019

Viking Rifle Series
powered by SCHMIDT & BENDER

Stage overview

Stage	Stage name	Range	Time Cap	Shots	Distance, m	Maximum point	Description	Color and sizes of targets	Remarks	Notes to RO
SATURDAY										
I	Is it a pig or a HOG?	66	2 min	8	600, 800	8	Shooter must be in a minimum sitting position and using the HOG for this stage. 4 shots at 600 m target and 4 shots at 800 m target. All equipment allowed. 1 point per hit(Flash).	- Yellow round 50 cm steel, flasher - Yellow round 60 cm steel, flasher	Bolt back, MAG in	Erik R
II	The One that got away	66	2 min	10	400	9	Optional shooting position. All bags allowed. Shooter must hit 25 cm stationary steel target(Zero points) before engaging the moving target. 1 point per hit on moving 35 cm steel. The 35 cm steel must be moving and NOT behind the "blindners" for hit to count.	- Stationary White round 25 cm steel - White 35 cm steel on BlinkTroll	Bolt back, MAG in	Sandro
III	Tilted	28	2 min	9	600	9	Shooter must transition between prone, sitting and standing using the barricade. 3 shots prone, 3 shots sitting or kneeling and 3 shots standing. In prone the rifle MUST BE tilted 90 degrees to the right or to the left. No bipod allowed.	- 1x 50x50 cm green mansized drop target	Bolt back, MAG in	Udby
IV	H's to Hesco's	28	3 min	8	400, 700	8	Shooter must transition between 4 preselected positions on the Hesco and wooden barricade. 2 shots per position. First 4 shots at 400 m and last 4 shots at 700 m.	- 30 cm Yellow round steel target at 400 m with flasher. - 50 cm Yellow round steel target at 700 m with flasher.	Bolt back, MAG in	Kasper/Km
V	Tank stop	1250	3 min	8	500, 700	8	Shooter must transition between 4 preselected positions on the "Tankstop". First 2 shots on 500 m, 2 shots 700 m, 2 shots 500 m and last 2 shots 700 m. 2 shots per position. 1 point per hit(Flash). All equipment allowed.	- Yellow 40cm round steel on 500 m with flasher. - Yellow 50cm round steel on 700 m.with flasher.	Bolt back, MAG in	Carsten Ø.
VI	What did you say the range was again?	1250	3 min	9	?, ?, ?	9	Optional shooting position. 3 shots per target. Must start from shortest to furthest target. All equipment allowed except electronic aids. Calculator will be available. 1 point per hit. Target MUST fall down before it counts as a hit. Low shots into the fixed plate will not count!	- 3x White LaRue steel targets. 30x50 cm	Bolt back, MAG in	Rix/Thomas
VII	KYL	29	2 min	10	535	10	Optional shooting position. One bag allowed. 1 point per hit. Shoot the biggest target first. Proceed to smaller target after every hit. If you miss you loose all your points and must start at the biggest target again.	- 6 Yellow steel square targets - 54x54cm, 45x45cm, 36x36cm, 27x27cm, 18x18cm, 9x9cm	Bolt back, MAG in	Christian W
VIII	Left and right	29	3 min	8	320	8	Shooter must transition between 4 preselected shooting positions where the rifle is shifted from strong to weak shoulder between ever firing position. 2 shots per firing position. 1 point per hit.	- Yellow, 25x50cm Droptarget.	Bolt back, MAG in	Torben/Chresten



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IX	10 seconds rule!	4	3 min, 10 seconds	10	615	10	Shooters stands ready with rifle at ready line. On beep shooter places the rifle on the barricade. 10 seconds to shot. Breaks firing position and steps back to ready line and 10 seconds rest. Repeat until time cap stops. Rear bag allowed. 1 point per hit.	- Green 80x50cm Droptarget	Bolt back, MAG in	Emil/Mark
X	From roof top to rooftop	4	3 min	6	750, 900	6	Shooter starts at the bottom of the stairs. Shooter must transition through the following firing positions. Left rooftop(900 m), wooden beam(750 m) in the middle and right rooftop(900). The rifle forward chasis must rest on the wooden beam. All equipment allowed. 1 point per hit.	- Yellow 80x50cm Droptarget at 750 m - 80x50 cm Yellow Droptarget at 900 m	Bolt back, MAG in	Jimmi/Stig.
SUNDAY										
XI	Even Gods Bleed	66	3 min	10	1420	12	ColdBore shot is 3 points! Prone position. Bags allowed. 1 point per hit.(Flash)	- Yellow 70 cm round steel target with flasher.	Bolt back, MAG in	Søren F./Sandro
XII	Run!!	66	3 min	10	800	10	Shooters makes ready at barricade. Shooters starts by running a specified distance(approx. 200m). Shots 10 shots within time cap. 1 point per hit(Flasher).	- White 60 cm round steel target with flasher.	Bolt back, MAG in rifle	Erik/Rix
XIII	Stang	28	30 seconds	10	600	10	Shooter starts at the prone position. On "beep" the shooters fires 10 shots within the timelimit. Alle hits inside the black manshaped target is a hit. 1 point per hit.	- Kongsberg Electronic target.	Bolt FOWARD, Rifle loaded, MAG in	Kasper/Km
XIV	Beep test	28	3 min	8	600	8	Standing shooting position on Hesco's. Starting position is rifle on firing line and hand touching rifle. Run back and get a bullet between ever shot. Rifle is stays at the firing line when getting bullets. Bags allowed.	- 1x 50x50 cm Green mansized drop taget.	Bolt back, MAG in	Torben/Chresten
XV	No touching	4	2 min	9	425, 615, 925	9	Optional shooting position on rooftop. Optional presetting of scope. Don't touch the scope during the timecap. 1 point per hit. Bags allowed	- 50x50 cm Green Droptarget at 425 m. - 50x50 Grren Droptarget at 615 m. - 80x50 cm Green target at 925 m.	Bolt back, MAG in	Jimmi/Stig.
XVI	Robe running	4	NA, see description	10	300	10	Standing shooting position with rifle forward chasis on robe. "Running" green mansized target will appear 5 times. 2 shots per run. 1 point per hit. Bags allowed.	- 80x50 cm Yellow Droptarget at 300 m.	Bolt back, MAG in	Emil/Mark
Total				143		144				