

Pankey's Tactical Holiday Follies

All stages 2 mins | 82 Rounds

Stage 1 – Operator Tube

Round Count: 10 / 10 Possible Points – Tall Square

T1: 358

Shooter will start with rifle/ all gear in hand. Upon start command the shooter will enter the tube from the right side and engage T1 with two shots each from the five ports, moving left to right. Hit or miss, move on.

Stage 2 – Critters

Round Count: 10/10 possible points – Orange Critters

P-Dog: 270 / Fence **P-Dog:** / Fence **Sasquatch:** 581 / Fence **Baby Wolf:** 670 / Fence

Shooter will start rifle/all gear in hand, magazine in and bolt back behind the first position on the fence. Upon start command, the shooter will move into position and engage Target 1 with two rounds. Shooter will then transition to a new spot on the fence and engage Target 2 with 3 rounds. Shooter will repeat this order until all shots have been fired. Hit or miss, move on. **T1 x2, T2 x3, T3 x2, T4 x3**

Stage 3 – Troop Line

Round Count: 10/10 possible points – White Circles

T1: 370 **T2:** 470 **T3:** 640 **T4:** 770 **T5:** 1068

Shooter will start standing with rifle/all gear in hand, magazine in and bolt back. Upon start command shooter will use the table to engage the troop line with two shots each moving near to far. Hit or miss, move on.

Stage 4 – Layin Pipe

Round Count: 10/10 possible points – Diamond

T1: 616

Shooter will start standing mag in, bolt back, rifle & all gear in hand. Upon start command the shooter will use the 1st position to engage the target with 2 rounds. The shooter must hit the target twice before moving onto a new position. Once shooter has impacted the target twice, they can move to the next position and repeat this shooting sequence.

Stage 5 – Dueling Spinners

Round Count: 10/10 possible points – Spinners

Spinner 1: Spinner 2:

Shooter will start with rifle & all gear in hand, magazine in and bolt back behind the barricade. Upon start command, the shooter will use the barricade to engage the top target then the bottom target on the near spinner with 1 round each. The shooter will then transition to a new position and repeat the process on spinner 2. Hit or miss, move on.

Stage 6 – Move Faster

Round Count: 12/12 possible points – White Circles – 600 yd Hill

T1: 585 (Large White Circle) **T2**: 586 (right white) **T3**: 614 (Far Circle)

Shooter will start with rifle & all gear in hand, magazine in and bolt back behind the bench. Upon start command shooter will engage the array with 2 shots each, near to far from the left bench. Shooter will then transition to the opposite bench and repeat the same shooting order. Hit or miss, move on.

Stage 7 – Ball Buster

Round Count: 10/10 possible points – KYL Racks

Far KYL: 596 **Near KYL**:

Shooter will start all gear in hand, mag in and bolt back. Upon start command shooter will use the left side of the rooftop to engage the near KYL with 1 round each, big to small, shooter must hit the target to move on. Upon completing the near KYL, Shooter will then transition to the top of the roof top and engage each target with one round each on the far KYL, **shooter must hit the target to move on.**

Stage 8 – Skillzish Barricade

Round Count: 10/10 possible points – Squares

T1: **T2**:

Shooter will start standing mag in, bolt back, rifle & all gear in hand. Upon start command the shooter will engage target 1 with 1 round then target 2 with 1 shot each from 5 positions on the Tizzlecade. Must completely move positions. Hit or miss, move on.