

## **Hawkins Tag Team Match**

All stages 4 minutes | 77 RNDS Bolt | 132 RNDS Gas | 35 RNDS Pistol

### **Stage 1 – Call it In** – 26 points / Purple Targets (5 pistol)

*Round Count Bolt Rifle – 10 / Round Count Gas – 16 / Round Count Pistol - 15*

Shooters will start in the designated start position, all needed gear in hand, rifles and pistols staged mag out, bolt, slide back over the hill. (pistols on bench, rifles near spool) Upon start command, shooters will move over the hill. Bolt gunner will take up an observation position behind the tube, gas gunner will engage the pistol targets with one round each until neutralized or give up. Gas Gunner will then move to the spool and engage the targets in the order given to them by their teammate.  
*(Target order/distances in folder)*

Once Gas Gunner has finished, they will tag in their partner. Bolt gunner will engage pistol targets with 1 round each until neutralized or give up. Bolt Gunner will then move to the spool & engage the targets in the order given to them by their teammate over comms.

### **Target Distances, Shapes, and Order Given While on the Clock**

### **Stage 2 – Out and Back Team Troop Line** – 20 points / White

*Round Count Bolt - 10 / Round Count Gas - 20*

Shooters will start at the observation position, rifles staged on tables, mag out and bolt back. Upon start command the team will work through the target array with one shot each moving out and back, in the below order. Engage designated targets only. (Order – 1-2-3-4-5-6-7-8-9-10 / 10-9-8-7-6-5-4-3-2-1)  
Gas Gunner Must Hit to Move on / Bolt Gun – Hit or Miss, Move On.

**#1** (Gas) 280 yds P-Dog / **#2** (Gas) 370 Circle / **#3** (Bolt) 365 P-Dog  
**#4** (Bolt) - 470 Small Circle / **#5** (Gas) 470 Big Circle / **#6** (Bolt) 640 yds Circle  
**#7** (Gas) 581 Sasquatch x1 / **#8** (Bolt) 770 yds Circle / **#9** (Gas) 670 Wolf / **#10** (Bolt) 1068 yds Circle x1

### **Stage 3 – HoiShaw Tube Sandwich** – 24 Points / Pink Squares & IPSC

*Round Count Bolt - 12 / Round Count Gas - 22*

Shooters will start standing, rifle/gear in hand, magazine in and bolt back. Upon start command, gas gunner will engage the left three targets with two shots per target from near to far from the left side of the tubes. (T1-T3) *Gas gunner must clear or give up for the bolt gunner to begin.*

Bolt gunner will then engage the right array with two shots per target moving from left to right from the right side of the tubes. (Hit or miss, move on) Shooters will move to the opposite prop, safely switch rifles and shoot their partner's rifle/COF. Bolt Gun Starts 1<sup>st</sup> on Round 2.

**Gas - Left Side - T1: 371      T2: 469      T3: 480**  
**Bolt - Right Side - T4: 610      T5: 614      T6 : IPSC – 658**

**Stage 4 – Spotter Up** – 22 Points - Blue Targets

*Round Count Bolt Rifle – 11 / Round Count Gas - 20*

Bolt gunner will start standing, behind the barricade, all gear in hand, mag in and bolt back. Gas gun will be staged next to barricade, mag out and bolt back. Upon start command bolt gunner will engage the barricade target with one shot from any five individual positions on the barricade. Hit or miss, move on. Once complete Gas Gunner will engage the barricade in the same manner.

Bolt gunner will then engage the troop line in the below sequence. Hit or miss, move on. Gas gun will then engage troop line in the below sequence. Gas gun has extra rounds to hit shit, because gas gun.

**Barricade Target:** 305

**Bolt Troop Line - T1:** 600 (diamond) x1 **T2:** 613 (diamond) x1 **T3:** 927 (square) x2 **T4:** 991 (square) x2

**Gas Troop Line (Circles) - T1:** 586 x2 **T2:** 607 x2 **T3:** 614 x2

**Stage 5 – Roadhouse KYL** – 12 Points – KYL / Confirmation Above 300 Berm – RED Targets

*Round Count Bolt Rifle – 10 / Round Count Gas - 14*

Both shooters will start mag in & bolt back behind the wall. Upon start command both shooters will engage the UKD target from the wall until neutralized with 1 impact from each shooter. After the UKD target has been neutralized Gas Gunner will move to one of two tires & engage the confirmation target.

Only after gas gunner has impacted the confirmation target may the bolt gunner engage the KYL from the wall. Big to small – Hit to move. *If bolt gunner misses, gas gunner must switch tires and bolt gunner must move down one numbered spot down the wall and re-engage KYL.*

Gas Gunner will confirm each bolt gun impact with a hit on the confirmation target from whichever tire they are currently on. Shooters must confirm each impact to bank current points. (There is no losing points – once confirmed, points are locked in)

**UKD Target:** Unknown (No range finders)    **KYL Rack** – 305 (Left KYL)    **Confirmation** - 326

**Stage 6 – Tie Breaker Rooftop KYL** - 20 points – KYL Racks – Timed Tie Breaker

*Round Count Bolt Rifle – 12 / Round Count Gas - 20*

Shooters will start with rifle/all gear in hand, mag in and bolt back. Upon start command the shooters will get fully on the rooftop and engage each KYL with one shot each big to small. Hit to move on. Only one shooter may engage their KYL at a time! At any point shooter can abandon their plate or run.

Shooters will then unload/clear, place rifle on the ground, swap rooftops/rifles and engage the array in the same manner with their partners firearm.

**Gas Gun KYL:** 290 (Right KYL)    **Bolt Gun KYL:** 596

**Stage 7 – Larry’s Spinner** – 24 Points – 2 Spinners / 5 Pistol

*Round Count Bolt Rifle – 12 / Round Count Gas – 15 / Round Count Pistol - 20*

Shooters will start rifle/gear on ground, magazines out and bolts back, pistols on wall, mag out, slide back. Upon start command, shooters will insert mags and engage the pistol targets with one shot each left to right. Only one shooter at time may engage pistol targets. Hit to move, may abandon at any time. Shooter cannot go back to a pistol target they’ve abandoned. Unload and clear pistol.

Shooters will then move to their primary weapon and engage spinner 1 simultaneously. Points are earned on a complete spin with simultaneous impacts by both shooters. Once spun, shooters will go back to the pistol targets and re-engage in the same manner. Then clear rifles and engage spinner #2 in the same sequence with their partner’s rifle. (Simultaneous Impact for points)

**Spinner #1 – 280**

**Spinner #2 - 305**