

Pikes Peak Train Up

All stages 2 minutes/120 seconds| 58 Rounds

Stage 1 – Critters Worldwide – Richie N.

Round Count: 10/10 Possible Points – Orange Critters

Shooter will start with rifle/all gear in hand behind the spool. Upon start command shooter will engage the target array in the below order. Hit or miss, move on.

PD1 x 2 / PD2 x 2 / SQ x2 / Yote x2 / Wolf x2

P Dog 1: 280 P Dog 2: 365 Yote: 557 (far right) Sasquatch: 581 Wolf: 670

Stage 2 – Pikes Peak Troop Line – Nick D.

Round Count: 10/10 possible points – White Circles

Shooter will start rifle in hand, magazine in and bolt back. Upon start command, the shooter will engage the troop line from near to far. Two shots each. Hit or miss move on.

T1: 470 (circle) T2: 640 (circle) T3: 770 (circle) T4: 9XX (circle) T5: 1068 (circle)

Stage 3 – Tank Traps – Steve M.

Round Count: 8/8 possible points – Pink Squares/IPSC

Shooter will start with rifle in hand, mag in and bolt back. All gear in hand. Upon start command the shooter use the left tank trap to engage left side target array with two shots each, near to far. Hit or miss, move on.

Shooter will then switch to the right tank trap and engage T4 with two shots. Hit or miss, move on.

T1: 371 (left side) T2: 469 (left side) T3: 480 (left side)

Far Right – T4 626 IPSC

Stage 4 – Pikes Barricade – Bret F

Round Count: 10/10 possible points – White target / Center of 300-yard range berm

Shooter will start with rifle in hand, mag in and bolt back. All gear in hand. Upon start command the shooter use any 5 positions on the barricade and engage the target with two shots per position. Shooter will move to a completely new position and reengage the target with two shots. Hit or miss, move on.

Five total positions / five unique positions / 10 shots

Target 1 – 305 yards - White target - center of berm

Stage 5 – Rooftop of Pain – Mike Alfieri

Round Count: 10/10 possible points

Shooter will start standing, mag in and bolt back. Upon start command shooter will engage the square target from the left side of the rooftop with both feet on the ground for 3 rounds. Shooter will then mount the roof and engage the target with 4 rounds, not touching the ground. Shooter will then move to the right side of the rooftop and engage the target with three rounds with both feet on the ground.

T1: 607 – Big Square

Stage 6 – Double KYL – Provin/Connor

Round Count: 10/10 possible points – Front KYL/Rear KYL

Shooter will start rifle in hand, mag in and bolt back. Upon start command shooter will use the table to engage the near KYL rack with one shot per target, moving big to small. Hit or miss, move on.

Shooter will then transition to the far KYL rack and engage the rack with one shot per target, moving big to small. Hit or miss, move on.

KYL 1 - 305 yards

KYL 2 - 596 yards