

# 2022 Whitetail Straight Wall Hunter Match

Sponsored by BRINK EXCURSIONS

## Stage 1 – Testing Your Limits

Time – 2 Minutes

### Targets –

- 10" Gong (1pt)
- 8" Gong (1pt)
- 6" Gong (2pts)
- 4" Gong (2pts)
- 3" Gong (3pts)

Total Point Available: 9 Points

Minimum Round Count: 5

Maximum Round Count: 5

Equipment Restrictions – 1 Shooting Bag

### Course Description-

Shooter starting standing, gear in hand. On the start signal shooter will find target range, establish a shooting position and engage the target from largest to smallest. If shooter misses, they are done shooting and the points will be collected for shots engaged.



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## Stage 2 – Buck Slayer 101

Time – 4 Minutes

Target – Full Size White Tail

Total Point Available: 10 Points

- 1<sup>st</sup> Round Impact = 2pts
- 2<sup>nd</sup> Round Impact = 1pt

Minimum Round Count: 5

Maximum Round Count: 10

Equipment Restrictions – None

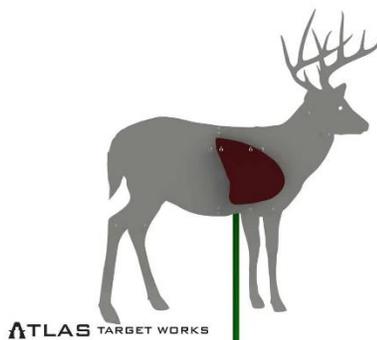
### Course Description -

Shooter starting standing, gear in hand. On the start signal shooter will find target range, establish a shooting position and engage the target in one of the following positions. Once an impact is made or the shooter shoots twice, they may move on to the next position. Shooter cannot use more than one position once. Bipod may not touch the ground.

### Positions:

- Unsupported Sitting
- Unsupported Kneeling
- Unsupported Standing
- Barricade Location 1
- Barricade Location 2

Old Guns (60yrs Plus)/Adaptive: May sub any of the unsupported positions to a different position, but may not use the same position back-to-back.



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## Stage 3 – Rodent Round Up

Time – 4 Minutes

### Targets -

- Rabbit
- Squirrel
- Woodchuck
- Raccoon

Total Point Available: 8 Points

- 1<sup>st</sup> Round Impact = 2pts
- 2<sup>nd</sup> Round Impact = 1pt

Minimum Round Count: 4

Maximum Round Count: 8

Equipment Restrictions – No Tripod

### Course Description -

Shooter starting standing, gear in hand. On the start signal shooter will find target ranges, establish a shooting position and engage the targets. Once an impact is made or the shooter shots twice, they may move on to the next target. Bipod may not touch the ground.

### Target Order:

- Raccoon
- Rabbit
- Woodchuck
- Squirrel



ATLAS TARGET WORKS



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## Stage 4 – Vitals or Bust

Time – 3 Minutes

Target – Full Size Whitetail Vitals

Total Point Available: 6 Points

- 1<sup>st</sup> Round Impact = 2pts
- 2<sup>nd</sup> Round Impact = 1pt

Minimum Round Count: 3

Maximum Round Count: 6

Equipment Restrictions – 1 Shooting Bag

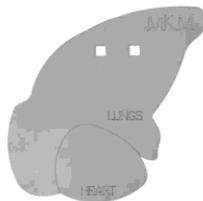
### Course Description -

Shooter starting kneeling, gear in hand. On the start signal shooter will find target range, establish a shooting position and engage the target with three different positions listed below. Once an impact is made or the shooter shoots twice, they may move on to the next position. Shooter cannot use a position more than once.

### Positions:

- Unsupported Sitting
- Unsupported Kneeling
- Unsupported Standing
- Barricade Location 1
- Barricade Location 2

**Old Guns (60yrs Plus)/Adaptive Shooters:** May Start standing and may choose to repeat any unsupported positions.



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## Stage 5 – Pushing the Limits

Time – 3 Minutes

Target – Full Size Front Facing Coyote w/ Vitals

Total Point Available: 6 Points

- Vital Impact= 2pts
- Body Impact = 1pt

Minimum Round Count: 3

Maximum Round Count: 3

Equipment Restrictions – None

### Course Description -

Shooter starting standing, gear in hand. On the start signal shooter will find target range, establish a shooting position and engage the target.



**ATLAS** TARGET WORKS