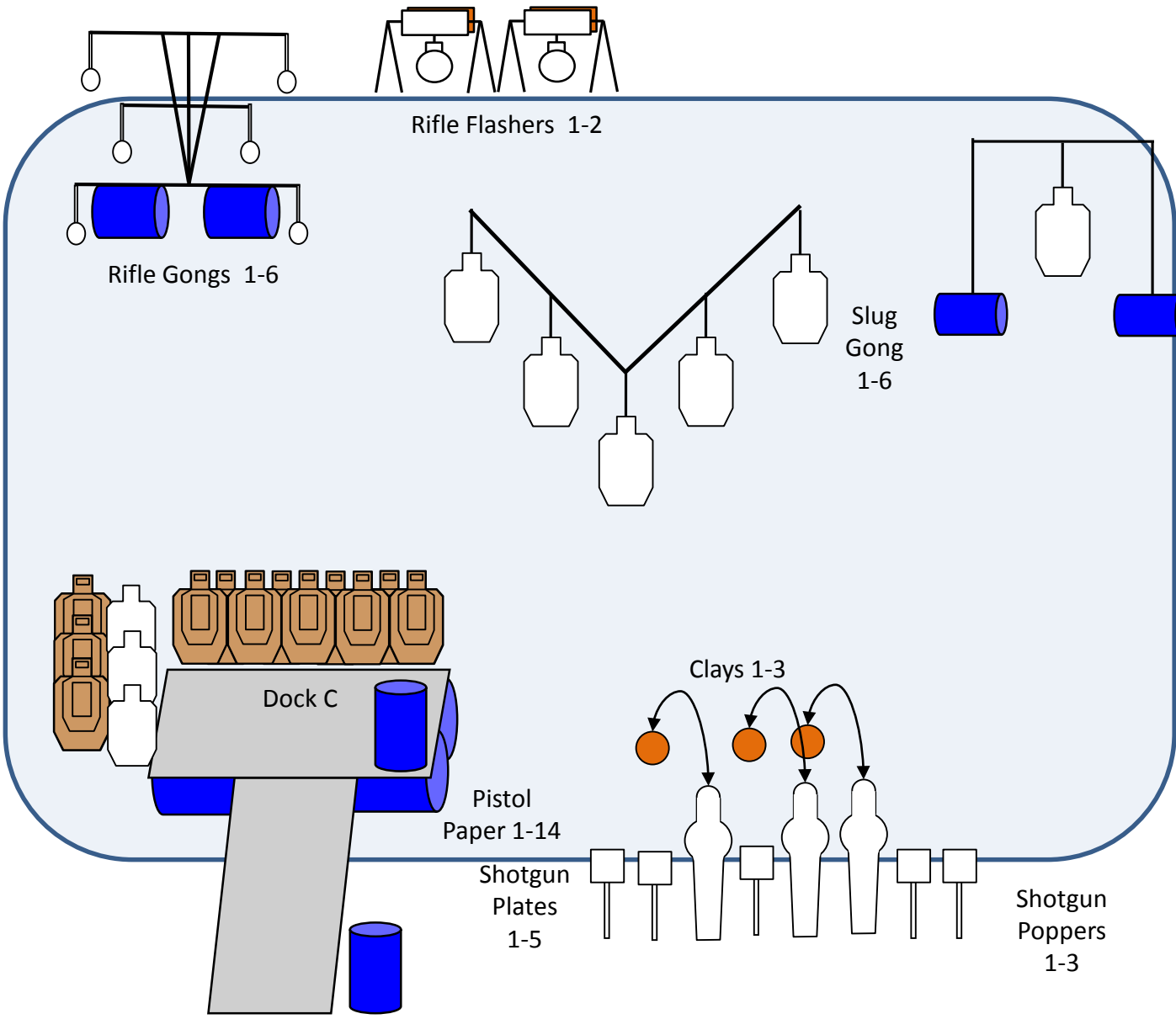


Stage 1
Birdshot - 11, Slug – 6, Rifle – 8, Pistol - 24

START POSITION: Standing on dock platform with both hands touching rifle

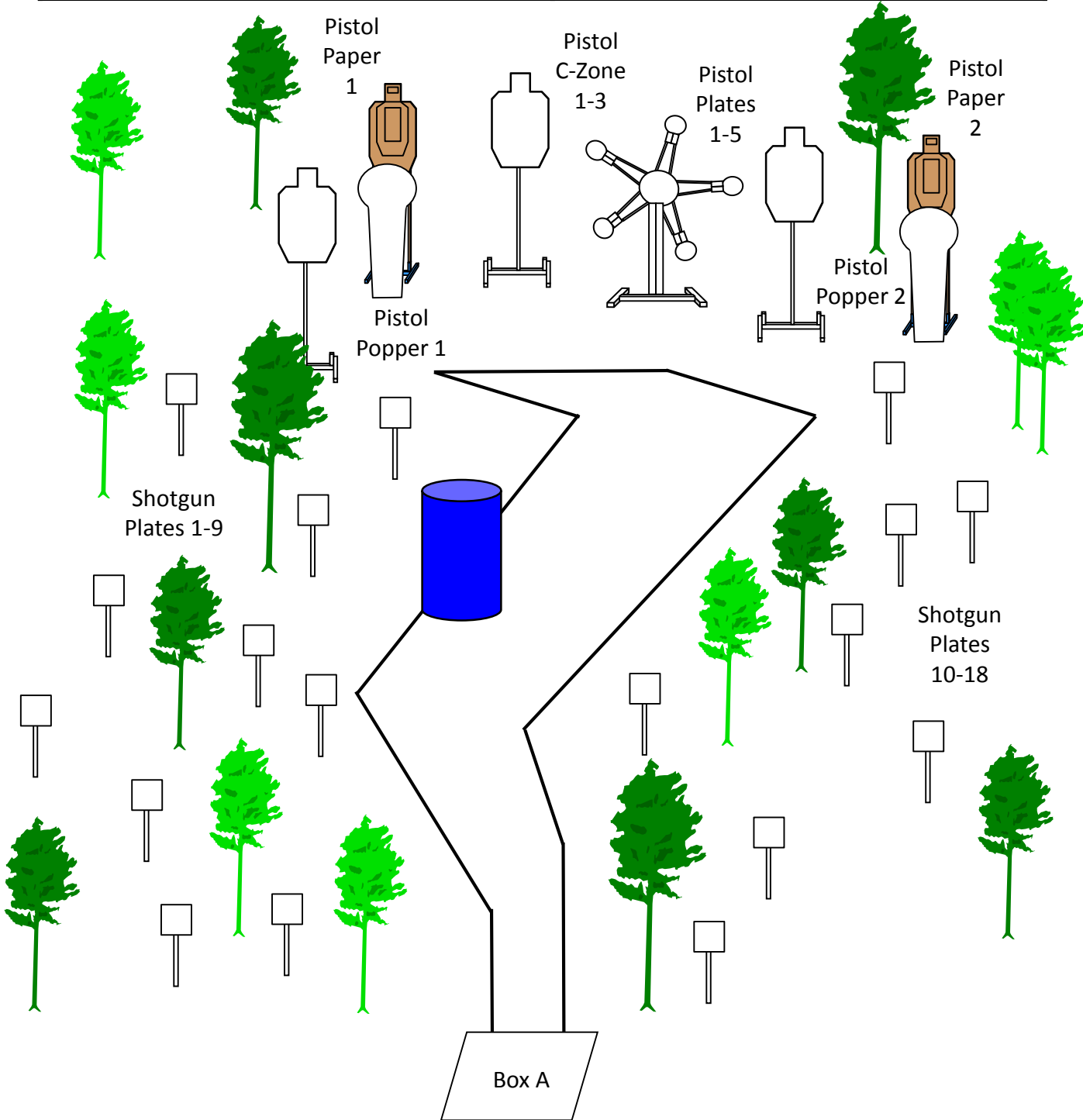
GUN READY CONDITION:
Shotgun: Loaded and staged in barrel
Pistol: Loaded and holstered
Rifle: Loaded with both hands touching rifle

STAGE PROCEDURE: Upon start signal engage Rifle Gong 1-6 and Rifle Flasher 1-2. Ground safe rifle. Draw pistol and engage pistol paper 1-14 from walk way. Ground safe pistol. Retrieve shotgun and engage Shotgun Poppers 1-3, Clays 1-3, Plates 1-5, and Slug Gongs 1-6 with shotgun. Poppers 1-3 activate Flying Clays 1-3..



Stage 2
Birdshot - 18, Pistol – 15

START POSITION: Standing in Box A Shotgun held in both hands. Pistol Loaded and Holstered.	
GUN READY CONDITION: Pistol: Loaded and Holstered Shotgun: Loaded and held in both hands	STAGE PROCEDURE: Upon start signal engage plates 1-18 with shotgun. Ground a safe shotgun in barrel. Draw pistol and engage 2 Colt Poppers, Texas Star, 2 Paper, 3 C-Zone Steel.
SCORING: RO will call hits on C Zone Steel	



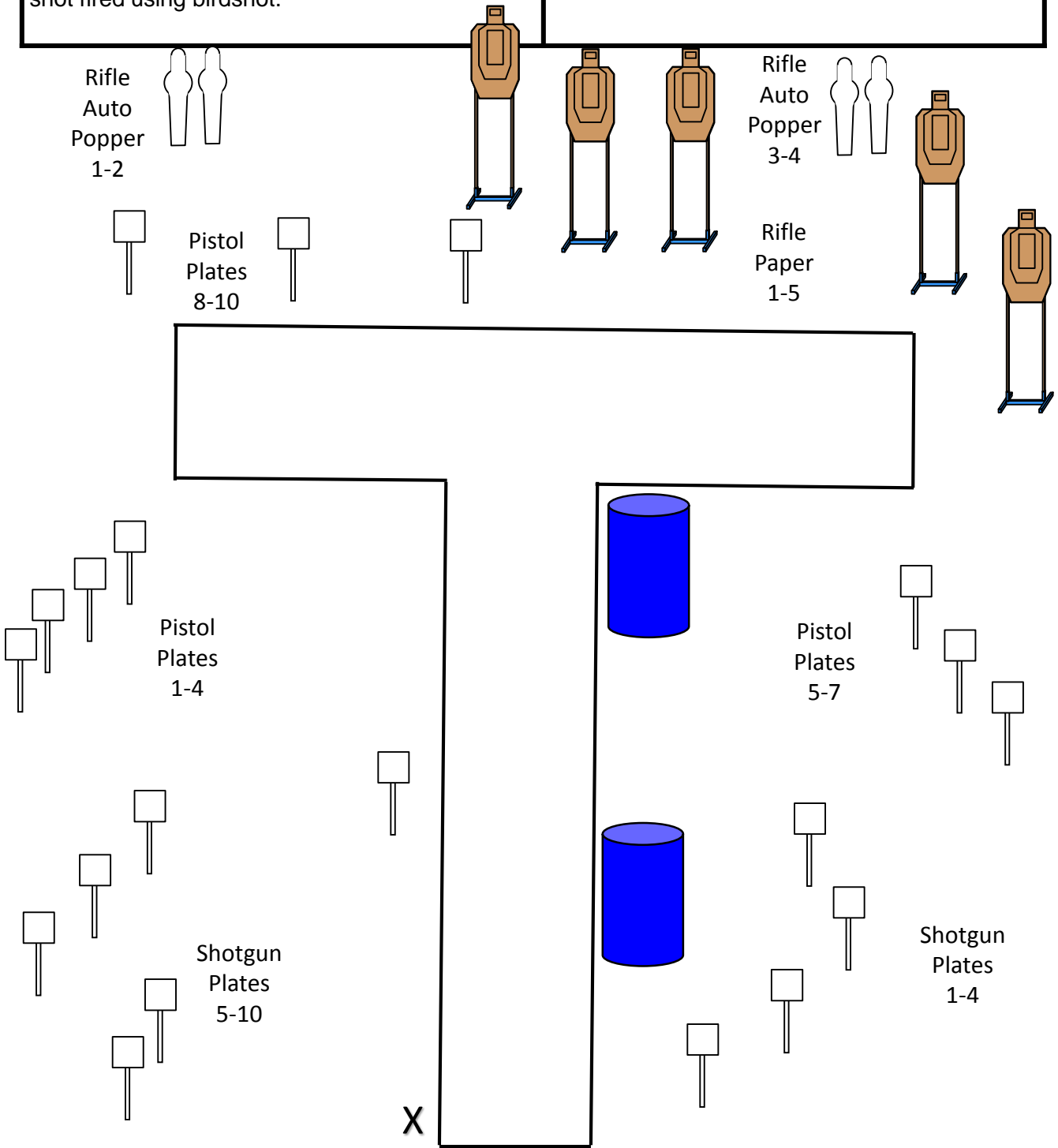
Stage 3
Buckshot - 10, Pistol – 10, Rifle - 14

START POSITION: Standing with muzzle of shotgun touching mark.

GUN READY CONDITION:
Pistol: Loaded and Holstered
Rifle: Slung Empty
Shotgun: Loaded Touching Mark

STAGE PROCEDURE: Upon start signal engage Plates 1-10 with shotgun. Ground a safe shotgun in barrel. Draw pistol and engage Plates 1-10. Ground safe pistol. Load rifle and engage Auto Poppers 1-4 and Paper 1-4.

SCORING: Shotgun plates are buckshot only. One procedural penalty will be assessed for each shot fired using birdshot.



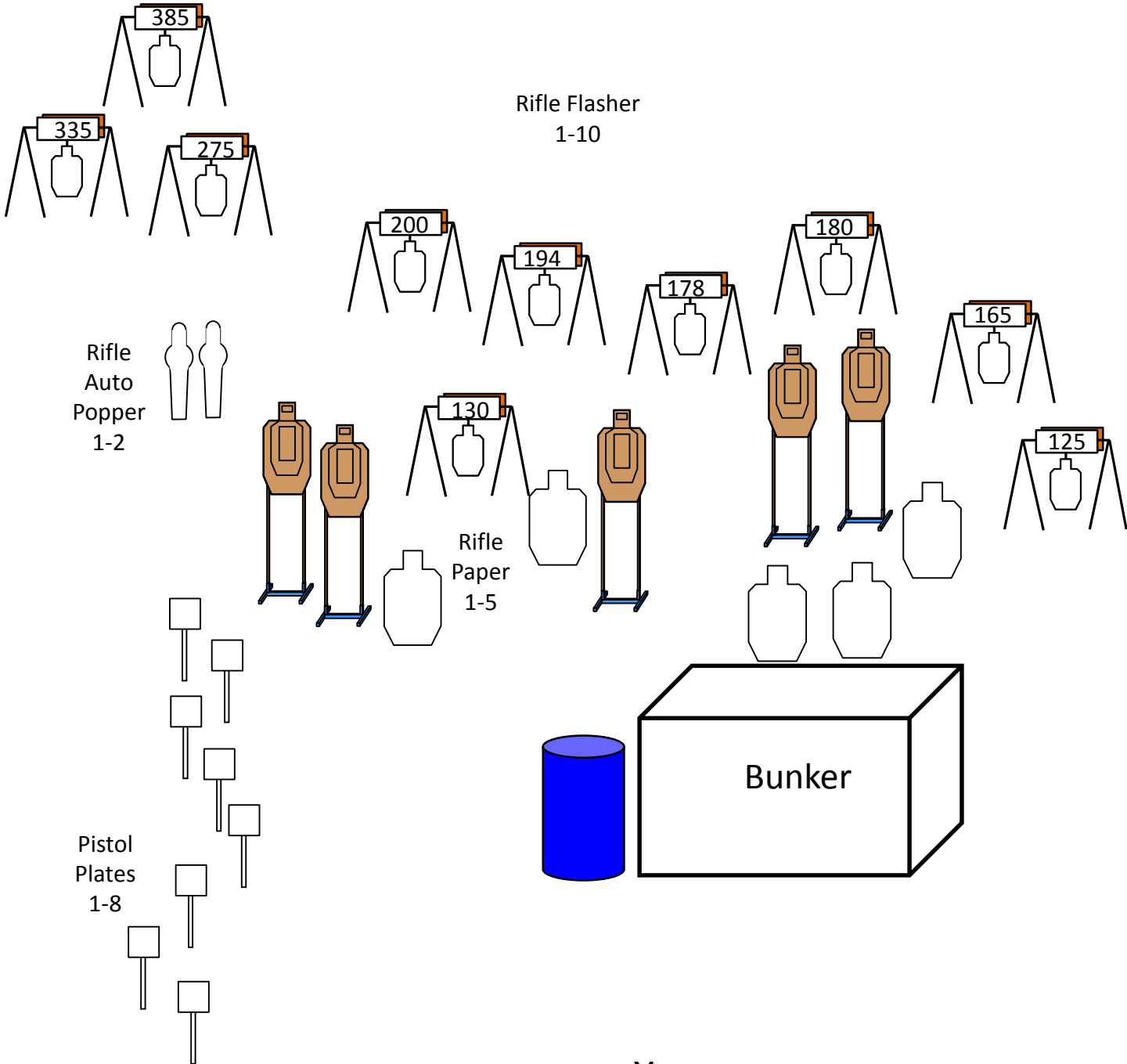
Stage 4
Pistol – 8, Rifle – 22

START POSITION: Standing w/hands relaxed at sides w/foot touching mark

GUN READY CONDITION:
Rifle: Loaded and staged in barrel
Pistol: Loaded and holstered

STAGE PROCEDURE: Upon start signal draw pistol and engage pistol steel 1-8. Ground safe pistol. Retrieve rifle, enter bunker, and engage Rifle Paper 1-5, Rifle Auto Popper 1-2, Rifle Flasher 1-10.

SCORING: All rifle must be shot from within the bunker. 5 second procedural for each rifle shot fired while outside the bunker.

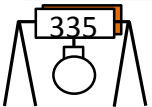


X

Stage 5
Birdshot - 11, Rifle – 22, Pistol – 11

START POSITION: Hands flat on table

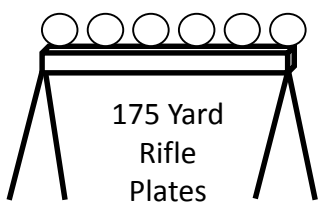
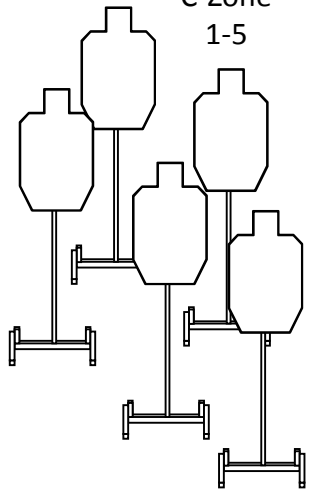
<p>GUN READY CONDITION: Pistol: Loaded and holstered Shotgun: Loaded on safe on table Rifle: Loaded on safe on table</p>	<p>STAGE PROCEDURE: Upon engage draw or retrieve firearm and engage corresponding targets with appropriate firearm. Shotgun Plates 1-11 are round plates. Pistol Plates 1-11 are square plates. Rifle and shotgun must be grounded in barrels.</p>
<p>SCORING: RO will call hits on Rifle Flash Targets 1-5 and Rifle C-Zone Targets 1-5. One hit per Rifle C-Zone to neutralize.</p>	



Rifle
Flashers
1-5

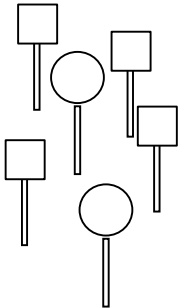


80 Yard
Rifle
C-Zone
1-5

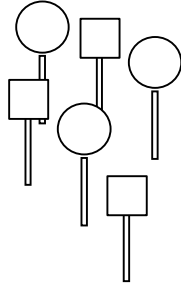


175 Yard
Rifle
Plates
1-6

Pistol
Plates
4-7



Shotgun
Plates
8-11

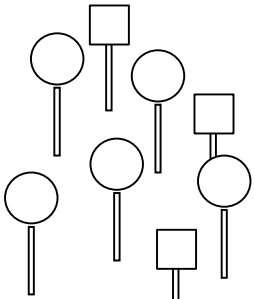


Pistol
Plates
8-11

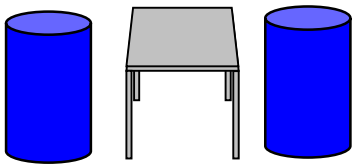


Pistol
Plates
1-3

Shotgun
Plates
1-5



Shotgun
Plates
6-7



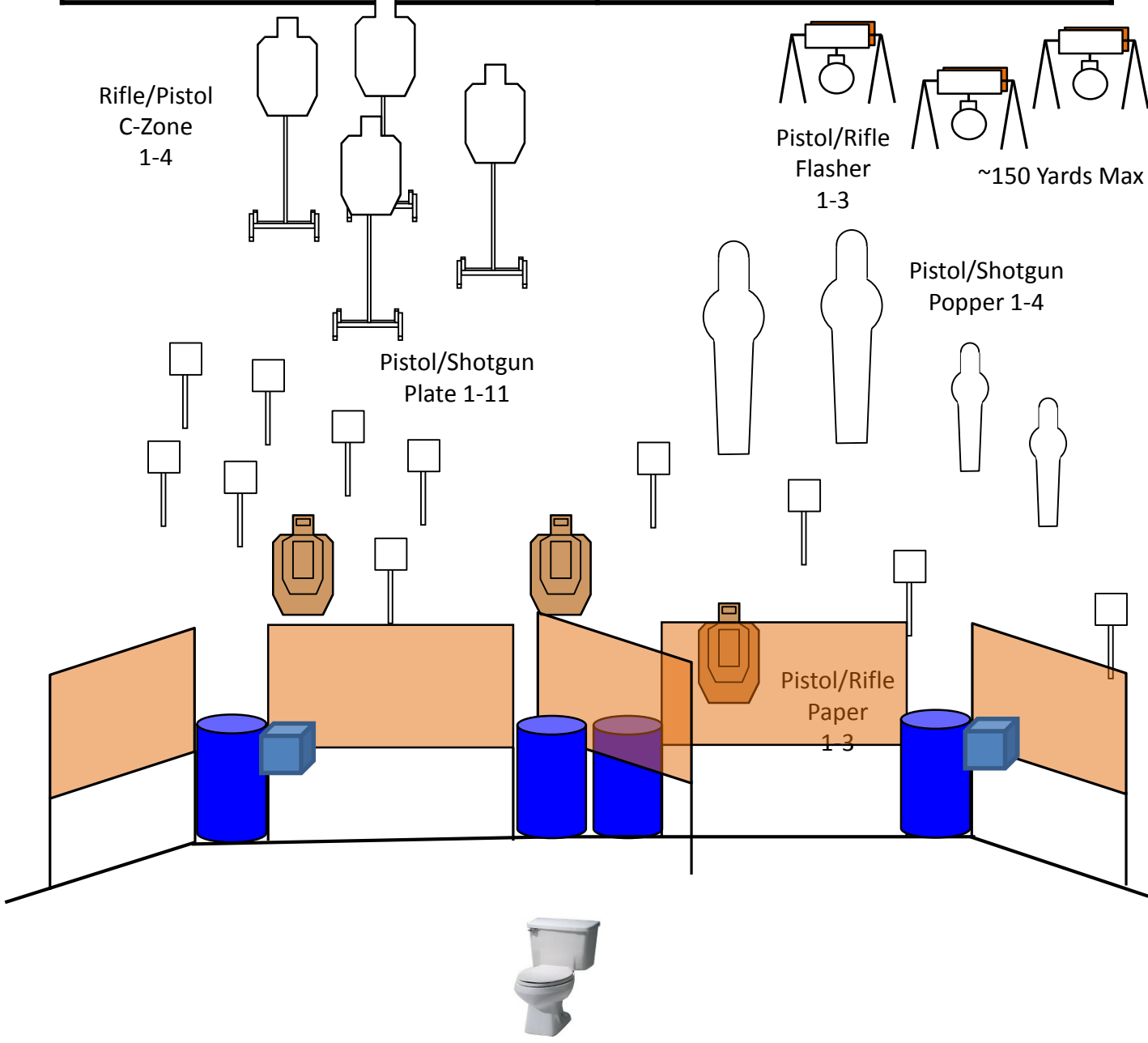
Stage 6
Birdshot - 9, Pistol - 15, Rifle - 15

START POSITION: Seated on toilet, magazine in hands and knees on elbows. No belt may be worn with any ammo or loaders.

GUN READY CONDITION:
Rifle: Loaded w/No More then 15 Rounds On Barrel
Pistol: Loaded w/No More then 15 Rounds On Barrel
Shotgun: Loaded w/No More then 9 Rounds On Barrel

SCORING: RO will call hits on C-zone & Flash Targets. Two hits required on C-zone. One Hit required on Flash Targets.

STAGE PROCEDURE: On start signal engage knockdown steel with either shotgun or pistol through the appropriate port. Engage paper, static steel (C zones) and flashers with either pistol or rifle. C zones require two hits per. Once a weapon is grounded it cannot be picked back up.
 - Once a firearm is grounded it cannot be used again.
 - If shotgun holds less than 9, loose rounds may be staged on barrel.
 - If rifle/pistol magazines or division capacity limit shooter to less than 15 rounds per magazine an additional magazine may be staged on barrel.
 - Extra magazine may be staged in toilet tank with lid on unless above criteria are met.



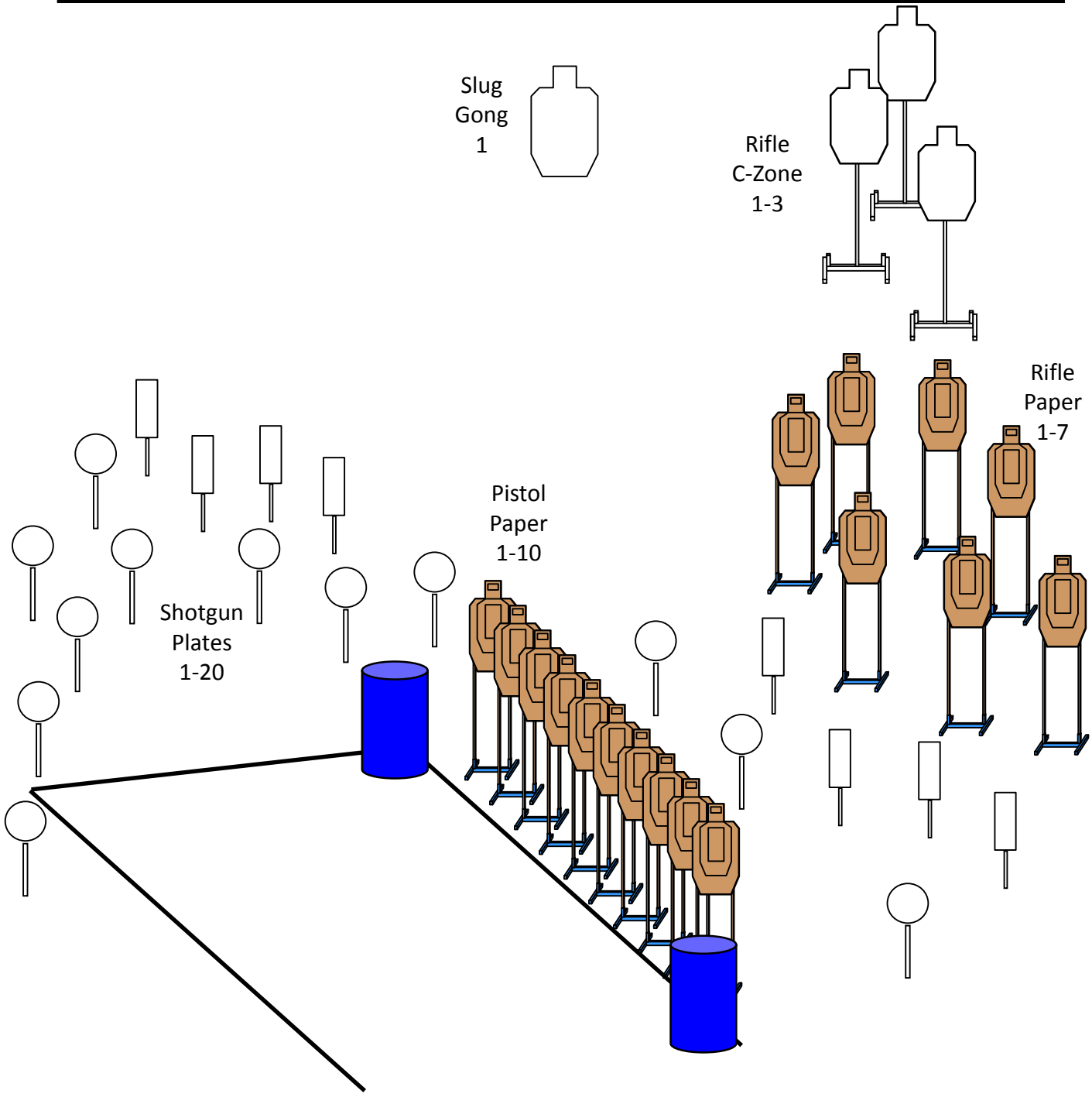
Stage 7
Birdshot - 20, Slug – 1, Pistol – 20, Rifle - 20

START POSITION: Standing with foot touching line w/loaded shotgun in both hands.

GUN READY CONDITION:
Pistol: Loaded and holstered
Shotgun: Loaded in both hands
Rifle: Loaded in barrel

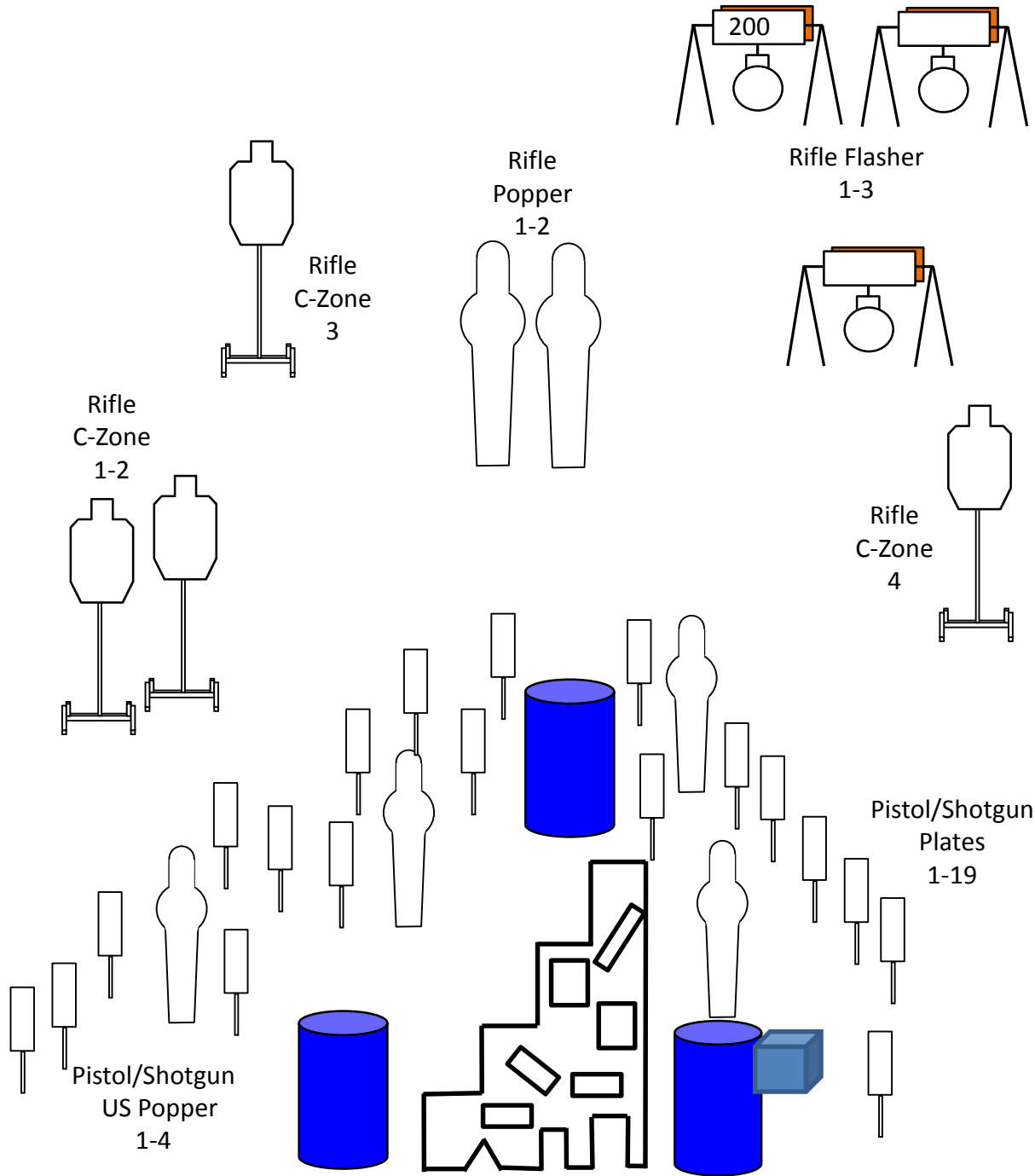
STAGE PROCEDURE: Upon start signal engage Shotgun Plates 1-20 and Slug Gong 1. Ground a safe shotgun. Draw pistol and engage Pistol Paper 1-10. Ground a safe pistol. Retrieve rifle and engage Rifle Paper 1-7 and Rifle C-Zone 1-3.

SCORING: RO will call hits on slug gong 1 & Rifle C-Zone 1-3. Rifle C-Zone 1-3 requires two hits each to neutralize.



Stage 8
Birdshot Or Pistol – 24, Rifle - 13

START POSITION: Standing in box A w/both hands touching loaded rifle	
GUN READY CONDITION: Rifle: Loaded on safe staged in barrel Pistol: Loaded and holstered Shotgun: Loaded at port arms or staged in barrel	STAGE PROCEDURE: Upon start signal engage Rifle Poppers 1-2, Rifle C-Zone 1-4 and Rifle Flasher 1-5. Rifle poppers 1-2 must be engaged while touching the start line. Ground safe rifle. Retrieve pistol/shotgun and engage Plates 1-19 and US Poppers 1-4 with either shotgun or pistol. Ground safe pistol/shotgun.
SCORING: RO will call hits on Rifle Flasher 1-5 and Rifle C-Zone 1-4.	



Stage	Rifle	Pistol	Shot	Slug	Buck
1	8	24	11	6	0
2	0	15	18	0	0
3	14	10	0	0	10
4	22	8	0	0	0
5	22	11	11	0	0
6	15	15	9	0	0
7	20	20	20	1	0
8	13	24	24	0	0
Total	114	127	93	7	10