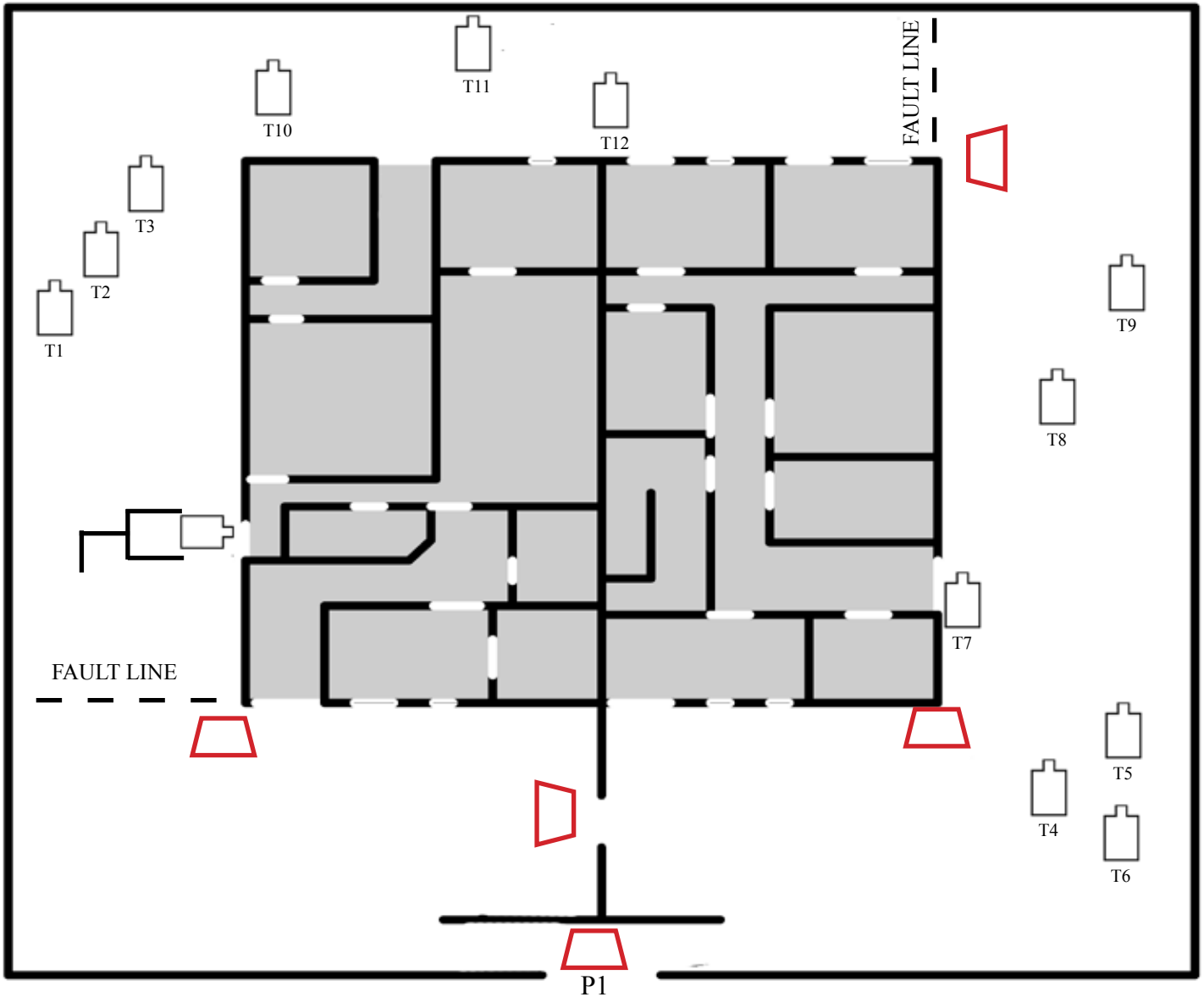


Stage 1 — The Barn

13 Single targets
1 Swinger
1 Swinger activator

Round Count:
Rifle — 26



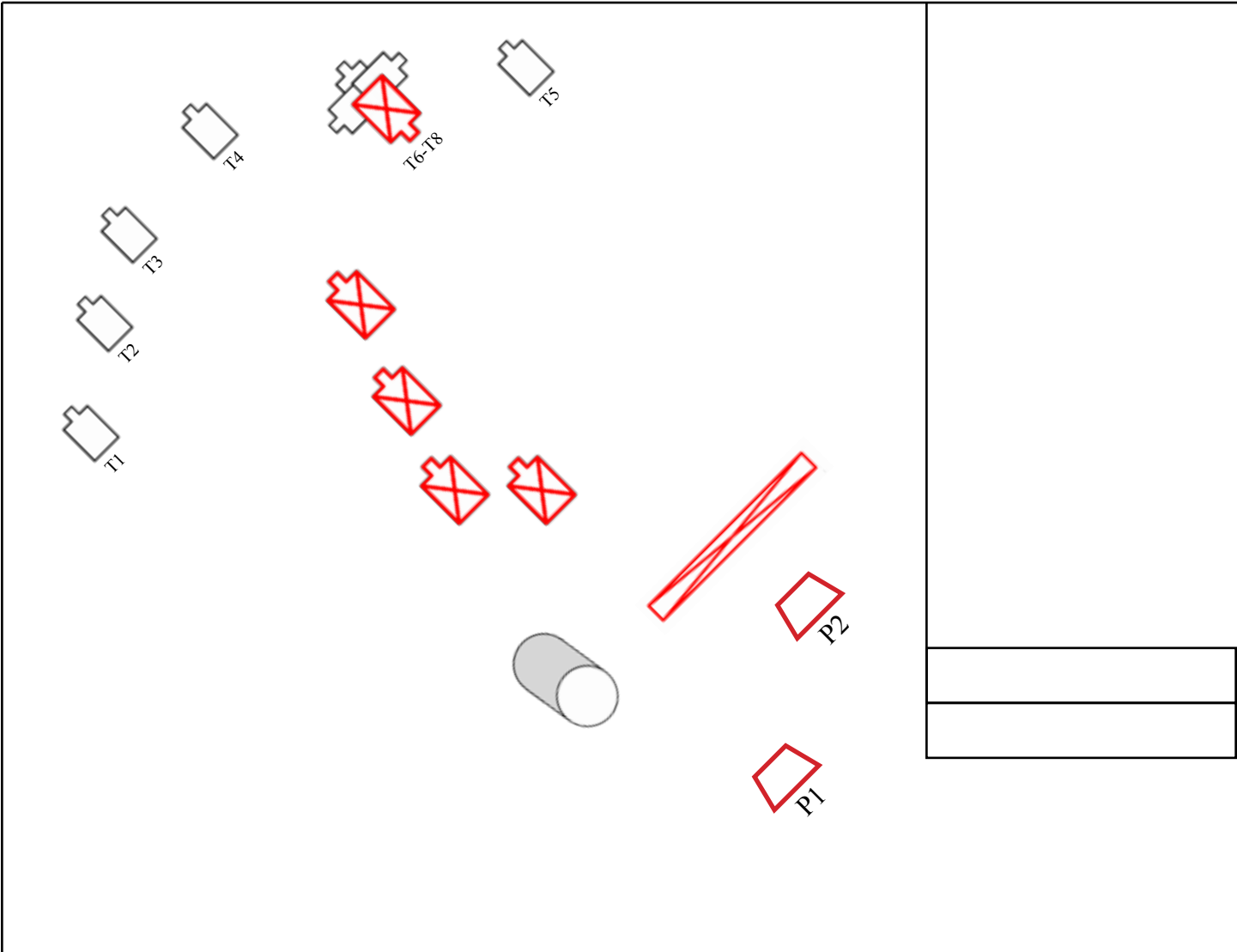
Starting Position: P1 with rifle loaded at low ready.

Rules of Engagement: Starting at P1, engage all paper target with two rounds each.

- Shooter must engage targets from shooting positions.
- Shooter must use pressure plate to activate the swinger upon arriving at the position.

- **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**
- **Maximum time of 120 seconds**

Stage 2 — Backyard		
5 Single targets 1 Triple target w/ non-threat 1 Barricade	Round Count: Rifle — 16	1 Barrel 4 Non-threats



Starting Position: P1 with rifle loaded at low ready.

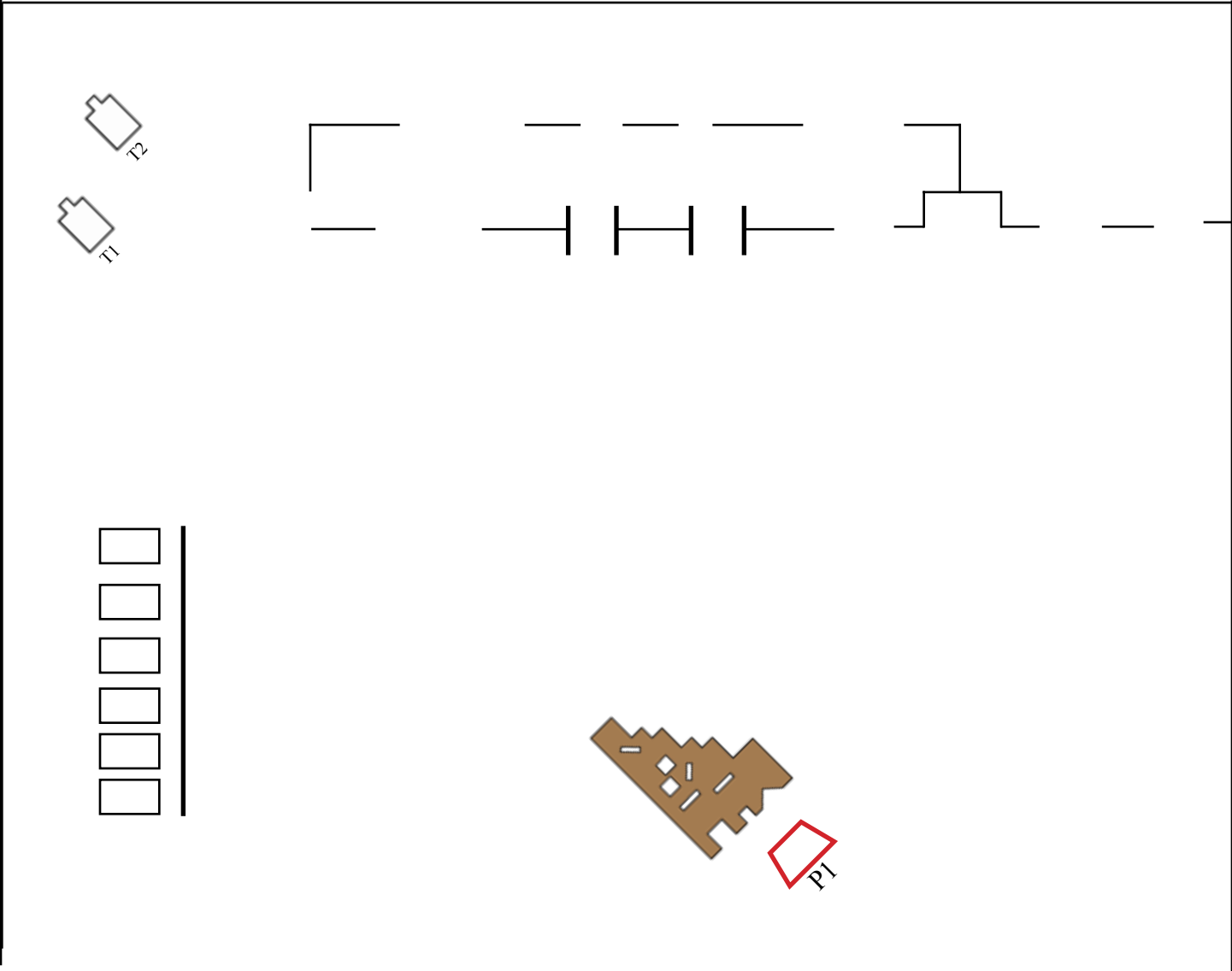
Rules of Engagement: Starting at P1, move to either P2 or the barrel. Engage all targets with two rounds each.

- Targets must be engaged either from the position box at P2 or through the barrel.

• **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**

• **Maximum time of 120 seconds**

Stage 3 — City Limits		
2 Single targets 1 Nine-port barricade	Round Count: Rifle — 18 MAX	



Starting Position: P1, rifle loaded with muzzle against barricade.

Rules of Engagement:

String 1: Starting at P1, engage T1 with one round through each port on the barricade.

String 2: Starting at P1, engage T2 with one round through each port on the barricade.

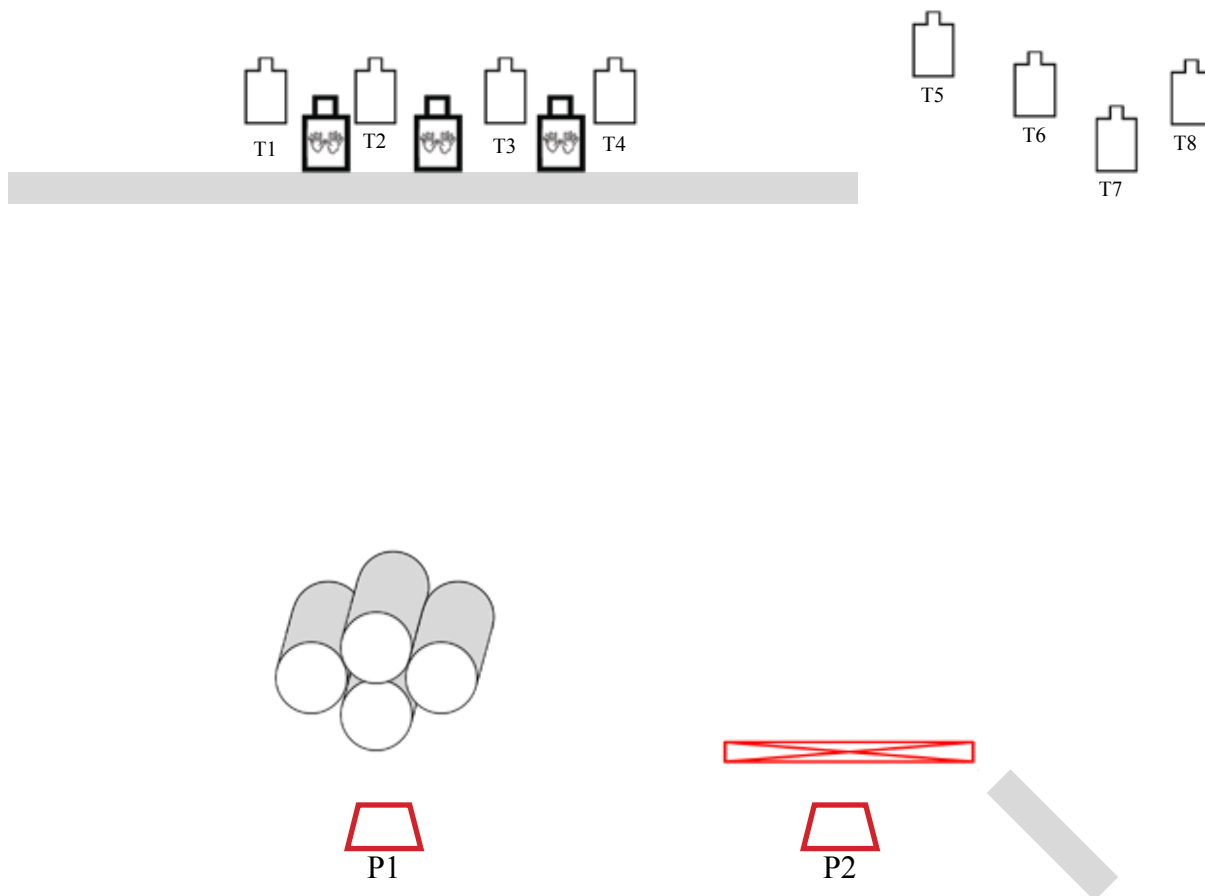
- **LIMITED VICKERS.** Shooter will receive a procedural and lose the best hit on paper for each extra shot fired.
- **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**
- **Maximum time of 120 seconds per string**

Stage 4 — The Wall

8 Single targets
1 Four barrel assembly
4 Barrels

Round Count:
Rifle — 24

3 Non-threats
1 Low barricade



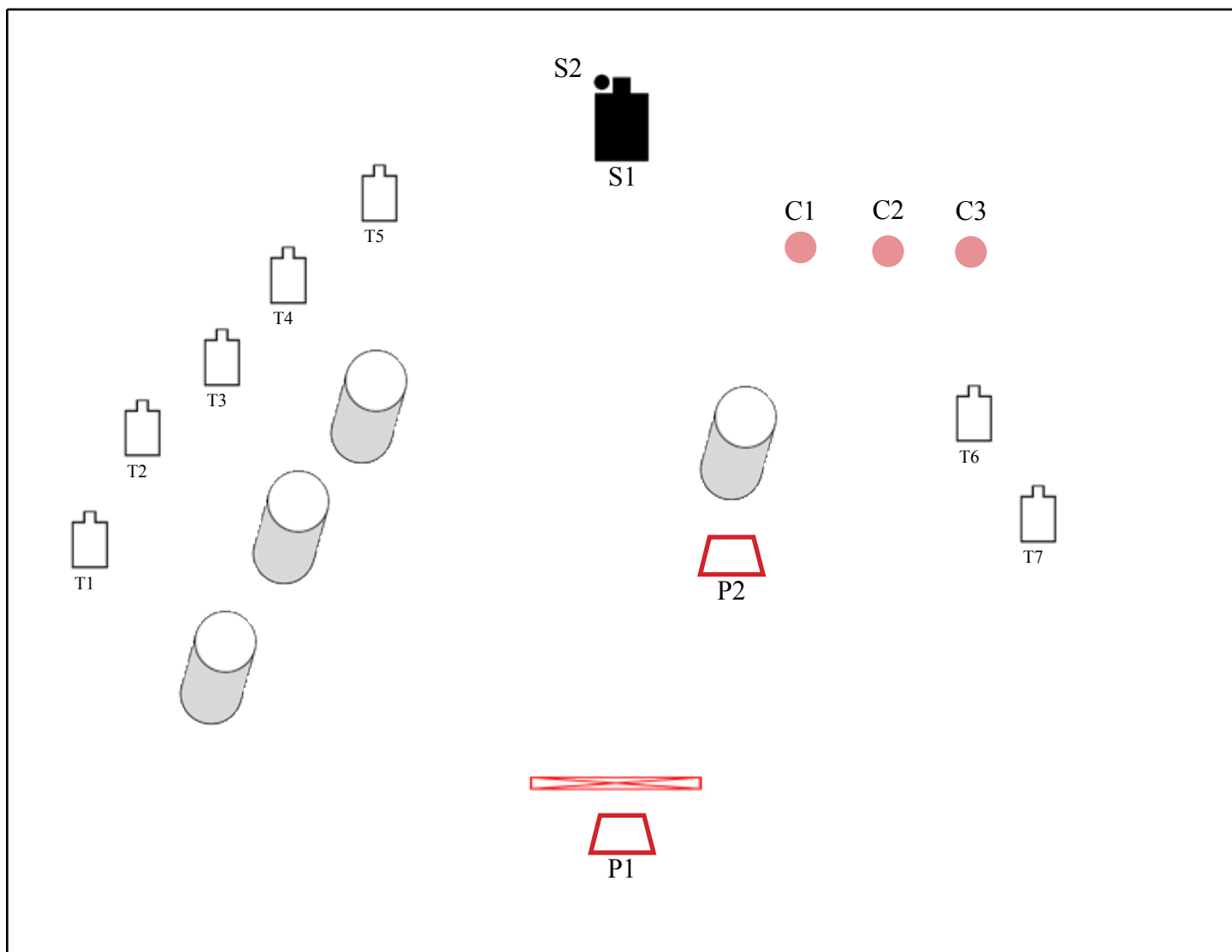
Starting Position: P1 with rifle loaded at low ready.

Rules of Engagement: Starting at P1, engage T1-T4 with one round each through each barrel. Move to P2, and through the port engage T5-T8 with two rounds each.

- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 180 seconds

Stage 5 — The Gulch

1 PT Hostage 4 Barrels 1 Barricade	Round Count: Rifle — 23	8 Single targets 1 Clay rack
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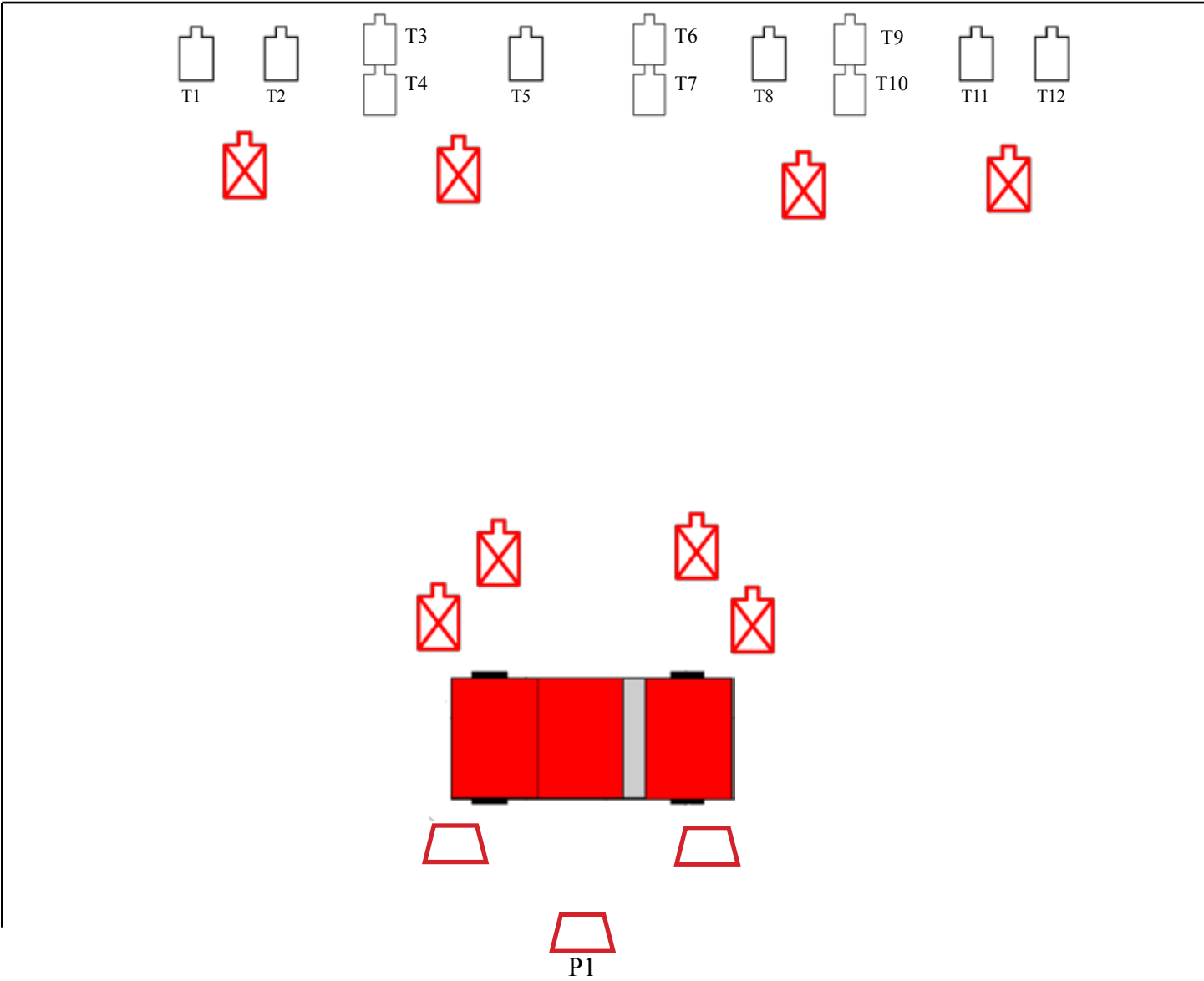


Starting Position: P1 with rifle loaded at low ready.

Rules of Engagement: Starting at P1 with rifle engage S1 with two rounds and S2 with one round. While moving to P2, engage all paper with two rounds each as available. From P2 engage S1 with two rounds and S2 with one round and break clays.

- Shooter must remain in the box at P1 and P2. Shooter must kneel and shoot around the sides of the barrel at P2.
- If S2 is unavailable, engage S1 with an extra round.
- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 180 seconds

Stage 6 — Corral 1		
6 Single targets 3 Double targets 8 Non-threats	Round Count: Rifle — 24	1 Car



Starting Position: P1 with rifle loaded at low ready with NO MORE THAN 20 ROUNDS in the gun.

Rules of Engagement: Starting at P1, move to cover behind car and from available positions,engage all targets with two rounds each.

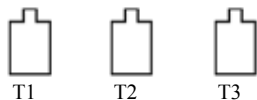
- Shooter may start with no more than 20 rounds in the rifle.

- **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**
- **Maximum time of 180 seconds**

Stage 7 — Corral 2

6 Single Targets

Round Count:
Rifle — 24 MAX



Starting Position: P1 with rifle loaded at low ready with NO MORE THAN 20 ROUNDS in the gun.

Rules of Engagement: Starting at P1, move to either position and engage targets with the following:

P2 strong side: T1 with 1, T2 with 2 and T3 with 3

P2 weak side: T1 with 3, T2 with 2 and T3 with 1

P3 strong side: T4 with 1, T5 with 2 and T6 with 3

P3 weak side: T4 with 3, T5 with 2 and T6 with 1

- LIMITED VICKERS
- Weak side means weak shoulder/weak hand operation

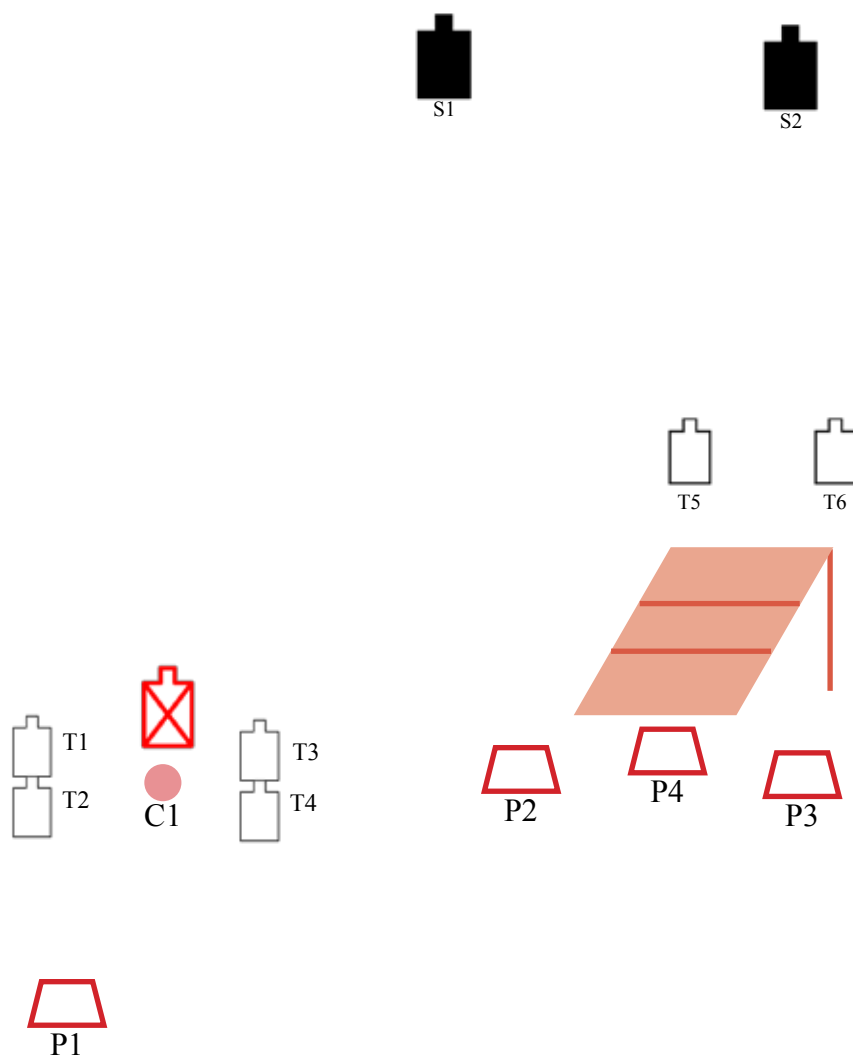
• **Maximum time of 180 seconds**

Stage 8 — The Back 40

2 Single targets
2 Rifle steel
1 Roof

Round Count:
Rifle — 25

2 Double targets
1 Clay w/ non-threat



Starting Position: P1 with rifle loaded at low ready.

Rules of Engagement: Starting at P1, engage T1-T4 with two rounds and break clay. Engage T5 and T6 with two rounds each as available. Engage S1 and S2 with two rounds each from P2, P3 and P4.

• P2 is around the left side of the roof. P3 is around the right side of the roof. P4 is from the roof.

- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 180 seconds