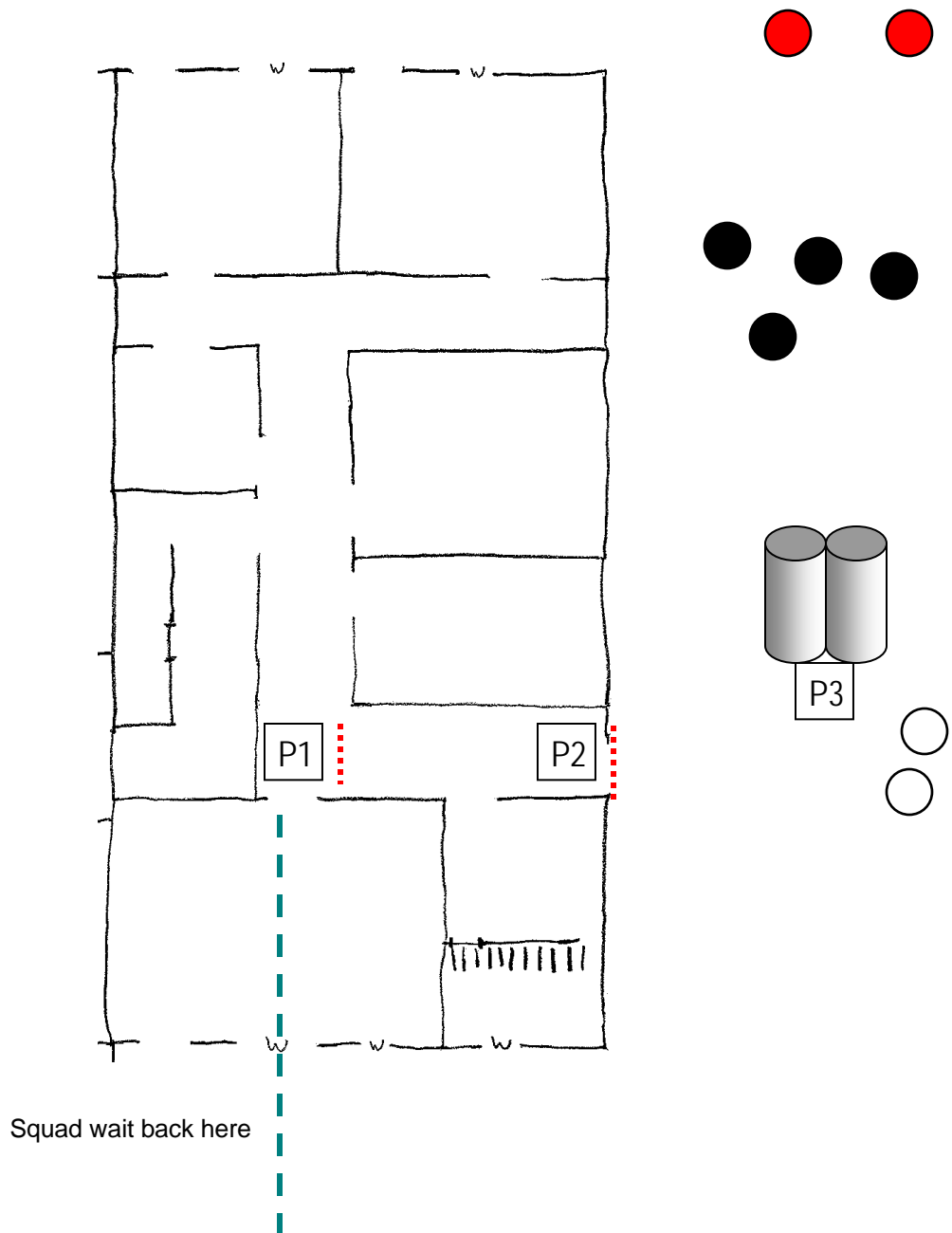


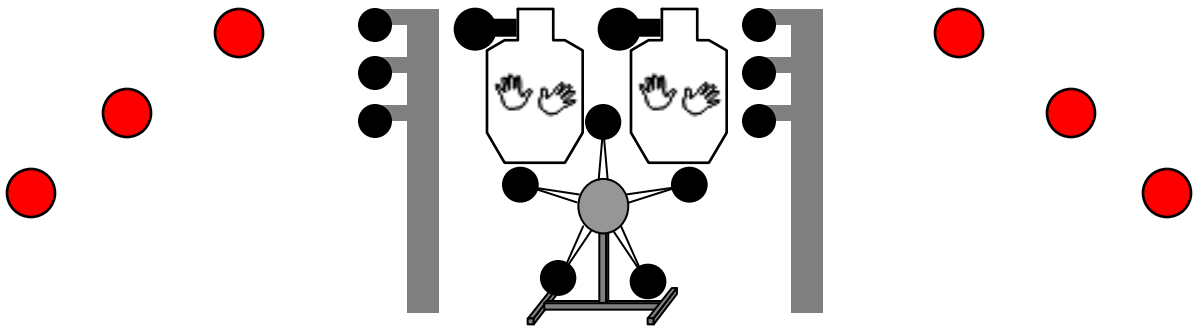
Stage 1: Barn: Solid Gold

| | |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scenario: | |
| Start Position: | •P1 with the weighted bag's shoulder strap over either shoulder. |
| Procedure: | <ul style="list-style-type: none"> •Keep the weighted bag on you during the entire stage. If it falls, pick it up immediately. •From P1, engage the white targets with two rounds without stepping over the fault line. •From P2, engage the black steel targets with three rounds without stepping over the fault line. •From P3, engage the red steel targets with 4 rounds each |
| Scoring/Rounds: | Vickers, 24 rounds minimum |



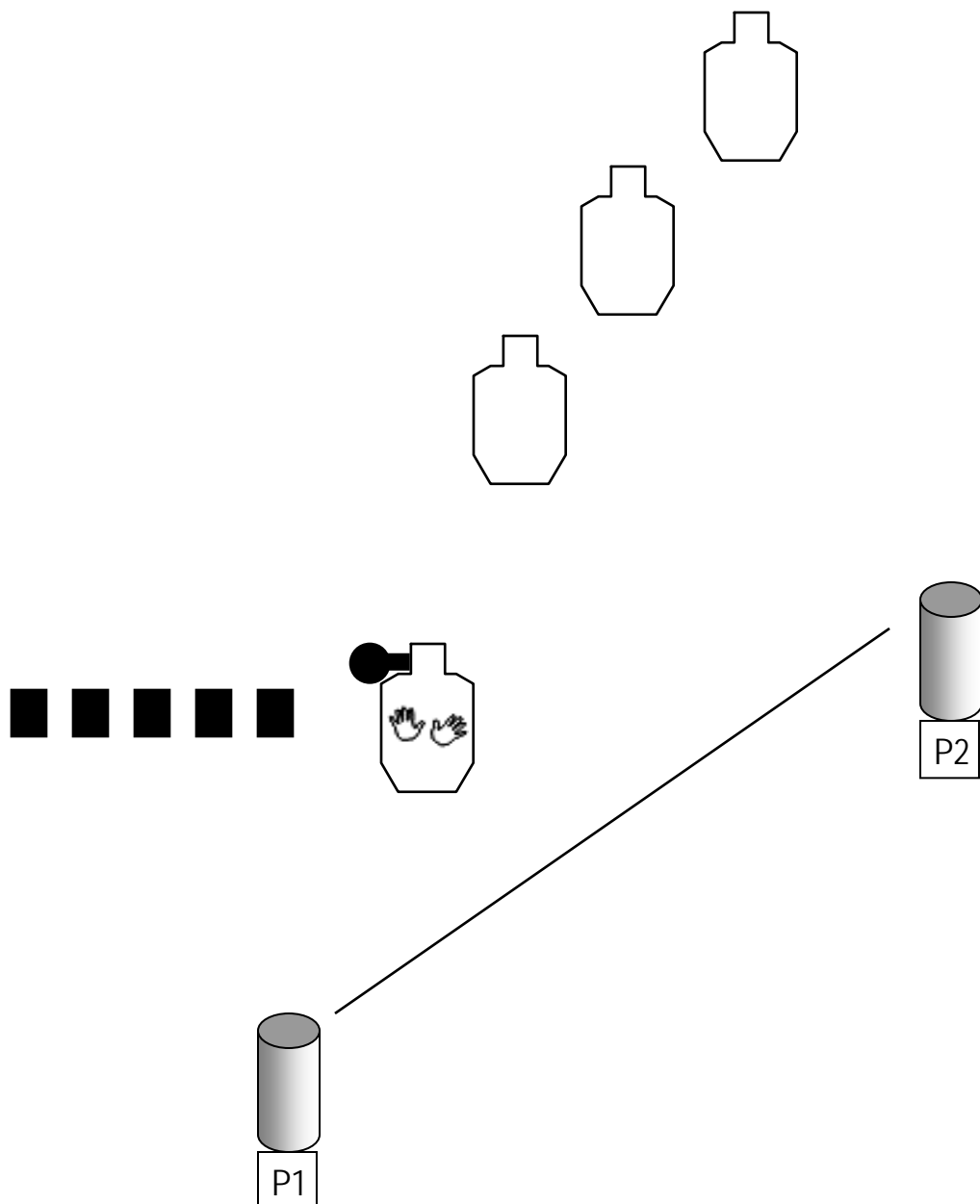
Stage 2: Backyard: Death Star

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| Scenario: | |
| Start Position: | •P1 with unloaded gun and all magazines in bag. Bag must be closed but not zipped. |
| Procedure: | <ul style="list-style-type: none">•Engage the black swinging and falling targets with one round each. Engage the red targets with 2 rounds each. Any target order.•Assess one HNT (hit on non-threat) for each non-threat target that is hit. Two HNT penalties maximum per shooter.•Paint hits on the non-threats between shooters. |
| Scoring/Rounds: | Vickers, 25 rounds minimum |



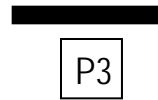
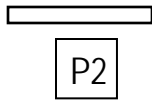
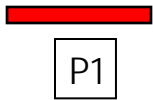
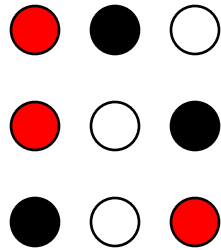
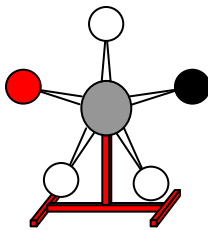
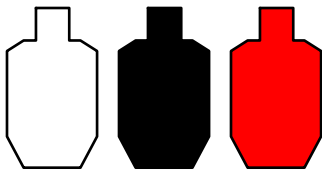
Stage 3: City Limits: Blastocyst

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| Scenario: | |
| Start Position: | P1 |
| Procedure: | <ul style="list-style-type: none">•From P1 engage the 5 targets on the plate rack and the hostage taker head with one round each. Then•While moving to P2, engage the 3 torso targets with 3 rounds each. These shots must be fired while moving. Then•From P2 engage the 3 torso targets with 3 rounds each.•Do not cross the fault line. |
| Scoring/Rounds: | Vickers, 24 rounds minimum. |



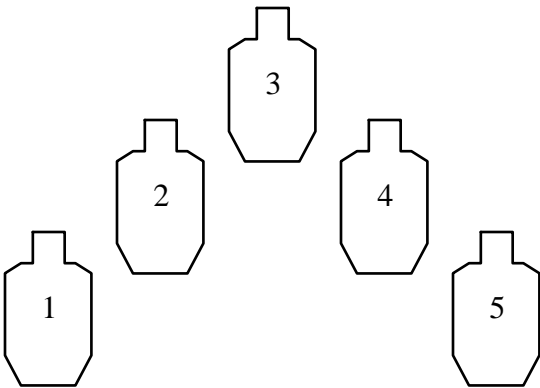
Stage 4: Wall: Red, White, Black

| | |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scenario: | No scenario, just blasting steel for fun. |
| Start Position: | P1 or P3 |
| Procedure: | Torso targets get two hits, other targets one hit. •String 1: Engage the red targets from P1, the white targets from P2, the black targets from P3. |
| Scoring/Rounds: | Vickers, 20 rounds minimum |



Stage 5: Gulch: Mirror Image

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|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Scenario: | Skills Test |
| Start Position: | Standing in box A or D |
| Procedure: | String 1: <ul style="list-style-type: none">•From box A hit targets 1, 2, and 3 with two rounds each•From box B hit all targets once•From box C hit all targets once•From box D hit targets 3, 4, and 5 with two rounds each |
| Scoring/Rounds: | Vickers, 22 rounds minimum |



A

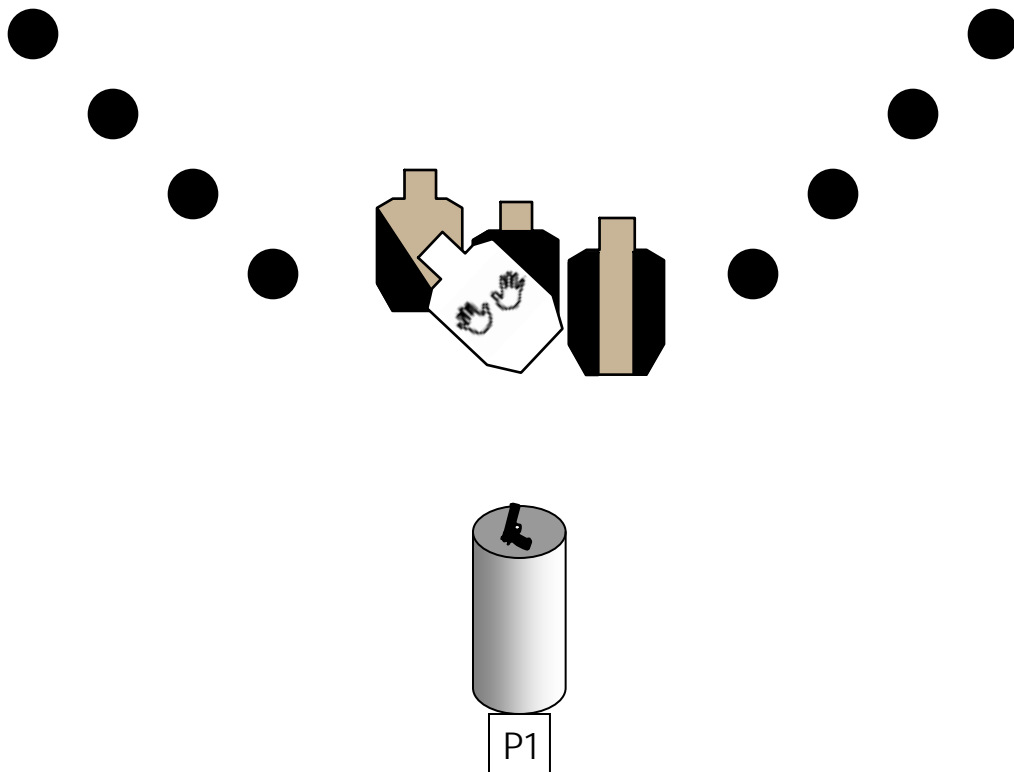
B

C

D

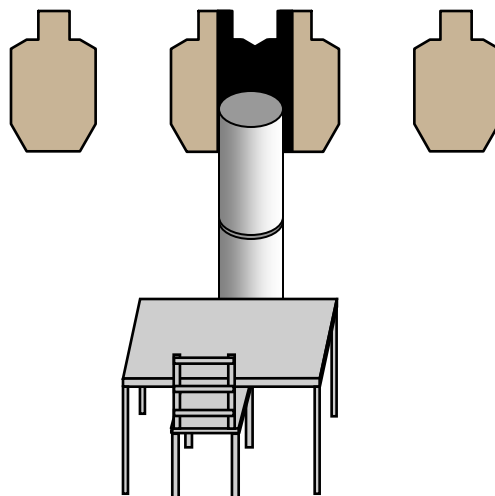
Stage 6: Corral 1: Canned Heat

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|-----------------|---------------------------------------------------------------------------------|
| Scenario: | Skills test |
| Start Position: | •Loaded gun on barrel at P1, fingers interlaced behind head. |
| Procedure: | •Engage steel targets with two rounds, paper targets with one round, any order. |
| Scoring/Rounds: | Vickers, 19 Rounds Minimum |



Stage 7: Corral 2: Ambihandrous

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| Scenario: | |
| Start Position: | Seated at P1 |
| Procedure: | <ul style="list-style-type: none">•Engage targets on the right side of the barrels with right hand only.•Engage targets on the left side of the barrels with left hand only.•Cardboard targets get two rounds each, steel targets one round each, poppers must fall for center fire shooters.•Any target order, shooter must remain seated. |
| Scoring/Rounds: | Vickers, 18 Rounds Minimum |



Stage 8: Corral 3: Big-n-Nasty

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| Scenario: | |
| Start Position: | P1 |
| Procedure: | <ul style="list-style-type: none">•From P1 engage the 7 black rectangular targets with one round each. Then•Move to P2 and engage the 7 black rectangular targets with one round each from the left side of the barrels. Then•Move to P3 and engage the 7 black targets with one round each from the right side of the barrels. Then•Knock the small colt popper down. (Must fall for centerfire shooters) |
| Scoring/Rounds: | Vickers, 22 Rounds Minimum |

