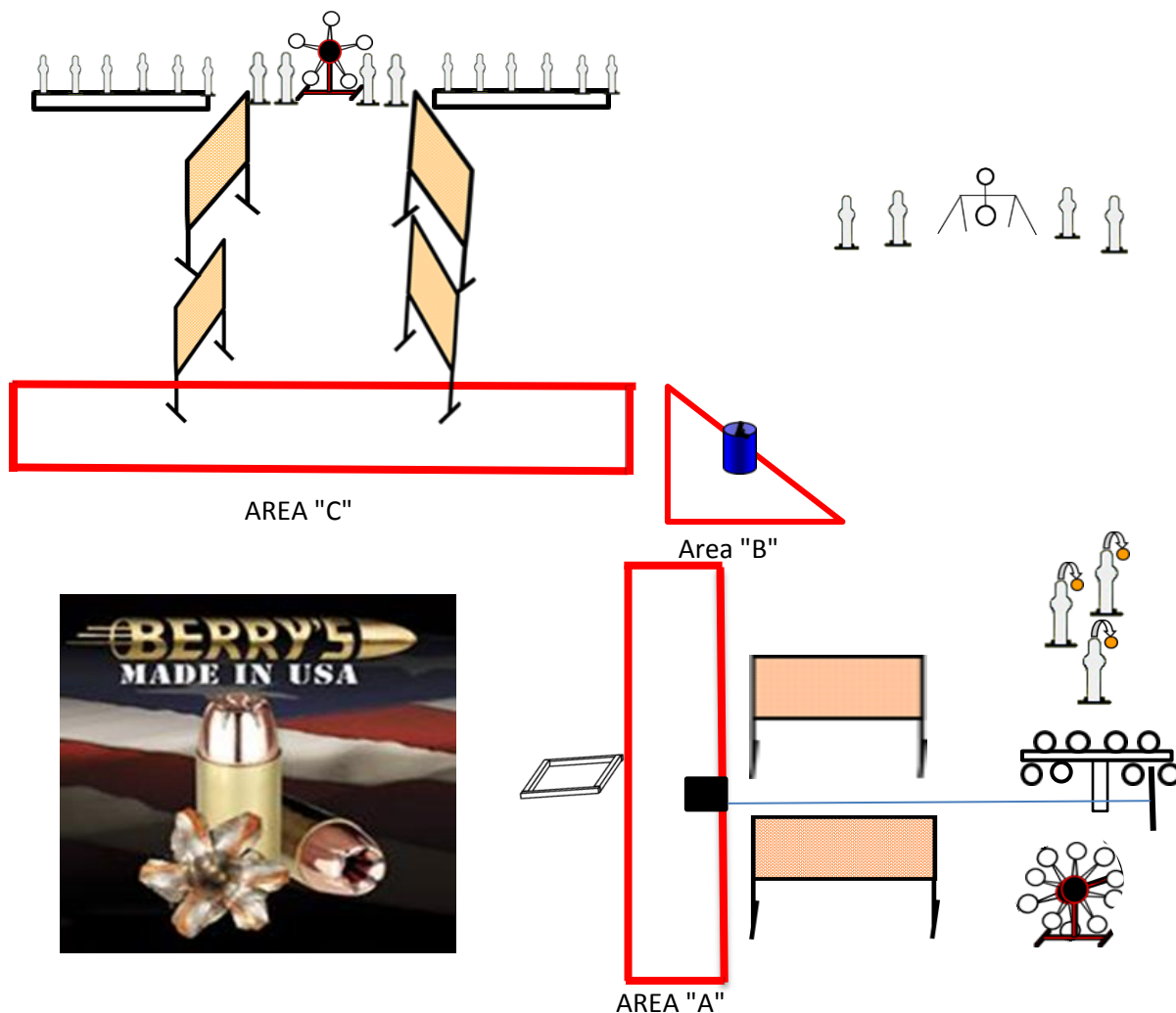


Stage 1 "Backyard steel" stage design Carey Palmer

Round Count:

Birdshot 21 Opt 8

Pistol 21 Opt 12



Start Position: Standing inside start box facing down range, shotgun loaded held at port arms, pistol loaded and holstered. Shotgun to be abandoned in dump barrel only.

Course decription: Shooter must activate the spinning polish plate rack before any shoots fired. Area "A" Shotgun only (10) Texas Star plates, (8) polish plate rack plates, (3) poppers and (3) pitch up clays. Area "B" Shotgun and/or pistol (4) mini poppers (1) spinner. Area "C" Pistol only (12) plates on racks (5) Texas Star plates, (4) poppers .

• **Maximum time of 230 seconds** Fail to spin or knocked over spinner 60 second penalty.

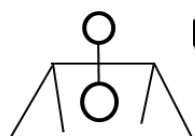
Stage 2 "Just Slug it"

Stage design: Carey Palmer

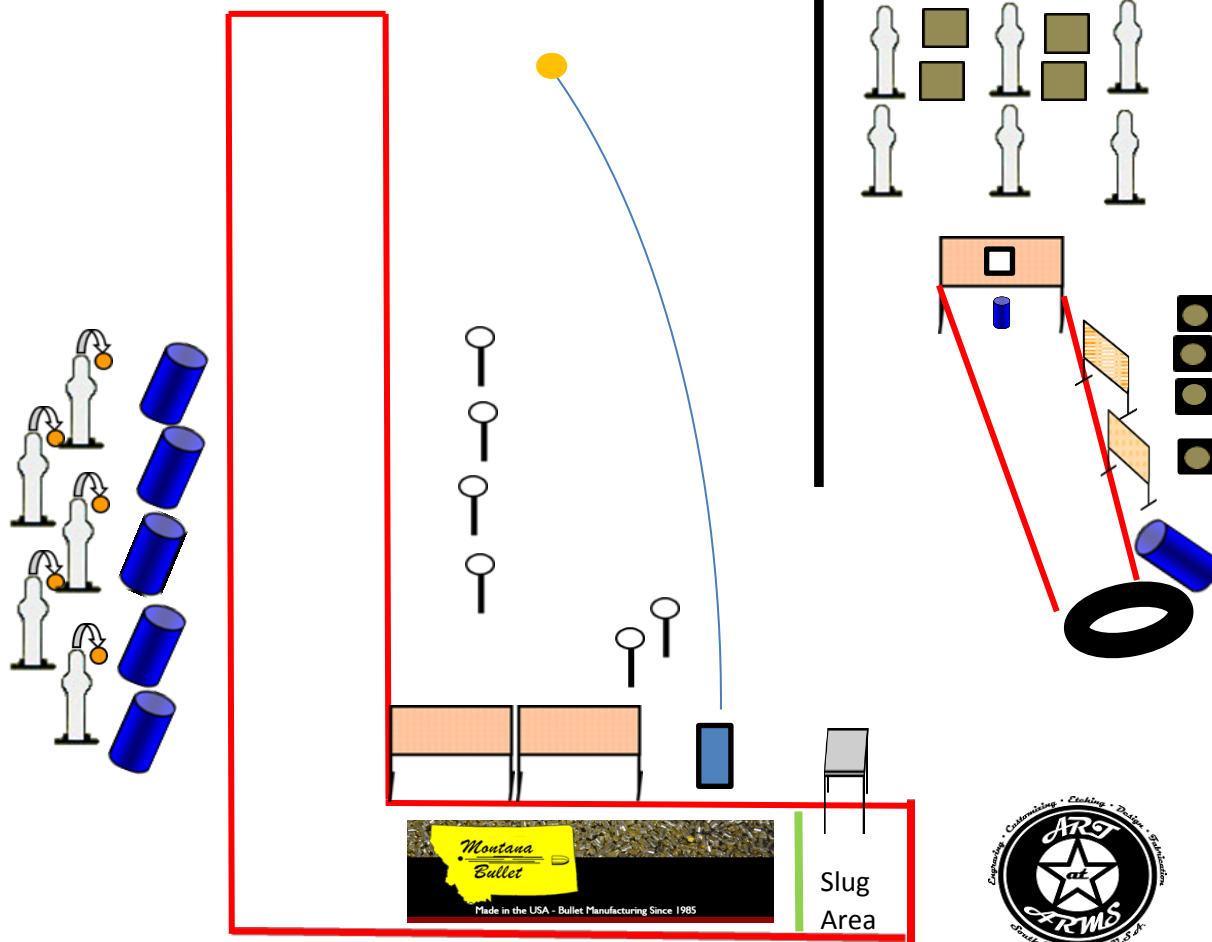
Round Count:

Rifle 15 Pistol 14

Slug 2 min Birdshot 17



slug steel
2 hits required



Start Position: Standing inside tire both feet touching the ground inside the tire facing down range, rifle loaded held low ready, handgun completely empty and holstered, Shotgun loaded and on table pointing to the spinner.

Course decription: **Bay 1** (5)MGM T-Post targets (2) lollys rifle only, (cannot touch ground outside tire) (8) 3GN paper targets rifle/pistol optional (6) poppers pistol only. **Bay 2** (1) slug steel requiring 2 hits, (1) spinner birdshot/slug optional, (1) shooter activated flying clay, (6) KO's, (6)Colt poppers (6) pitch up clays. All slugs must be fired from slug area only. **Spinner spun with slug 30 second bonus** Fail to spin or knocked down by shot 60 second penalty. • Maximum time of 230 seconds **No steel ammo.**

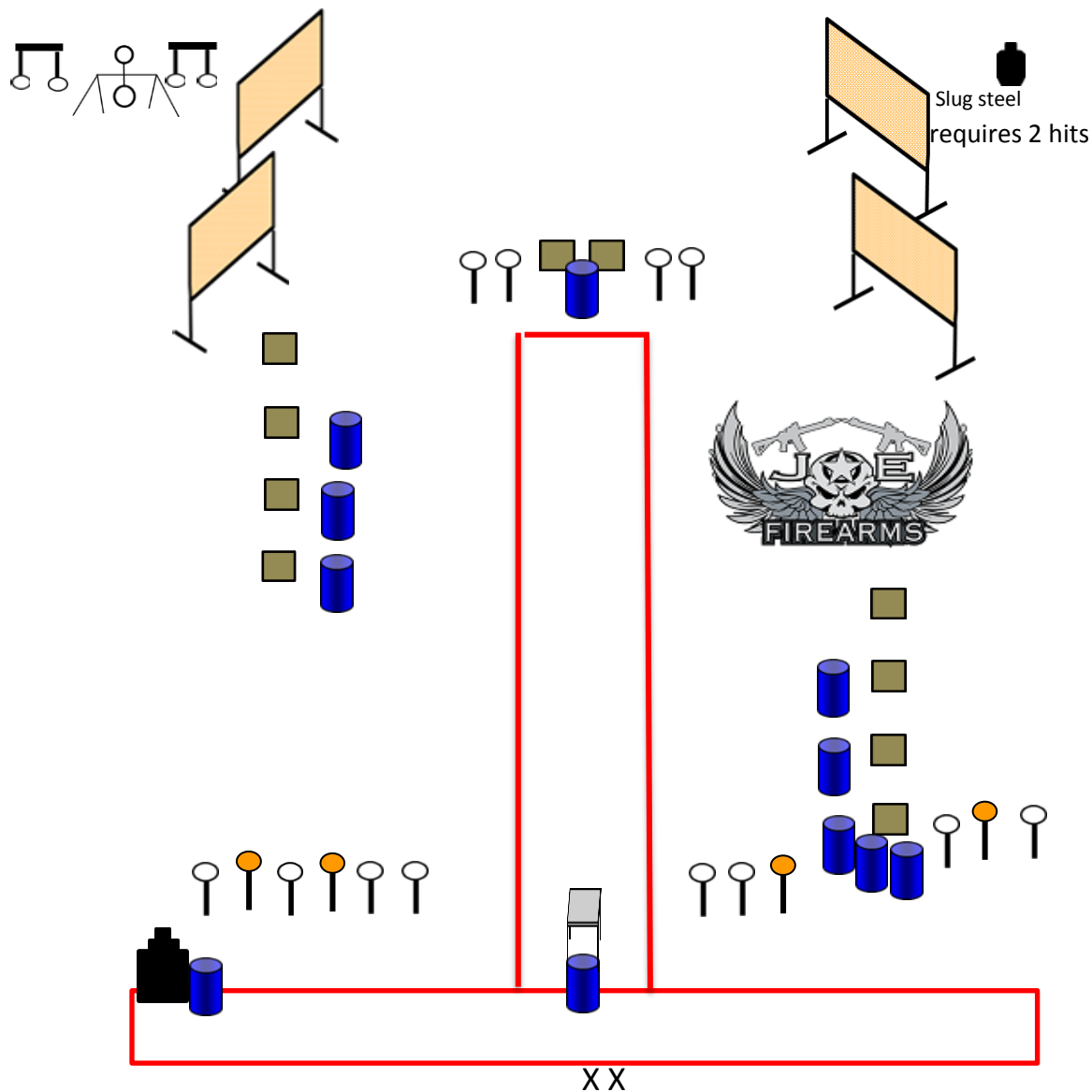
Stage 3 "Gulch It Down"

Stage design Carey Palmer

Round Count:

Birdshot 4 + 8 opt Slug 2

Rifle 6 + 16 opt Pistol 8 + 24 opt



Start position: Standing Heals touching X's facing down range shotgun loaded held low ready, rifle loaded and staged on table, muzzle pointing straight down range, handgun mag inserted on empty chamber and holstered.

Stage Description: (4) Clays birdshot only and (12) KO steels opt pistol/birdshot (1) slug steel requiring 2 hits, (10) 3GN paper optional rifle/handgun . (1) rifle spinner (4) rifle flash plates shots on rifle steel must pass over 3 Gun Nation barricade.

Max time 230 seconds Fail to spin 60 second penalty.

No steel ammo (if a magnet sticks to it, Do not use it.)

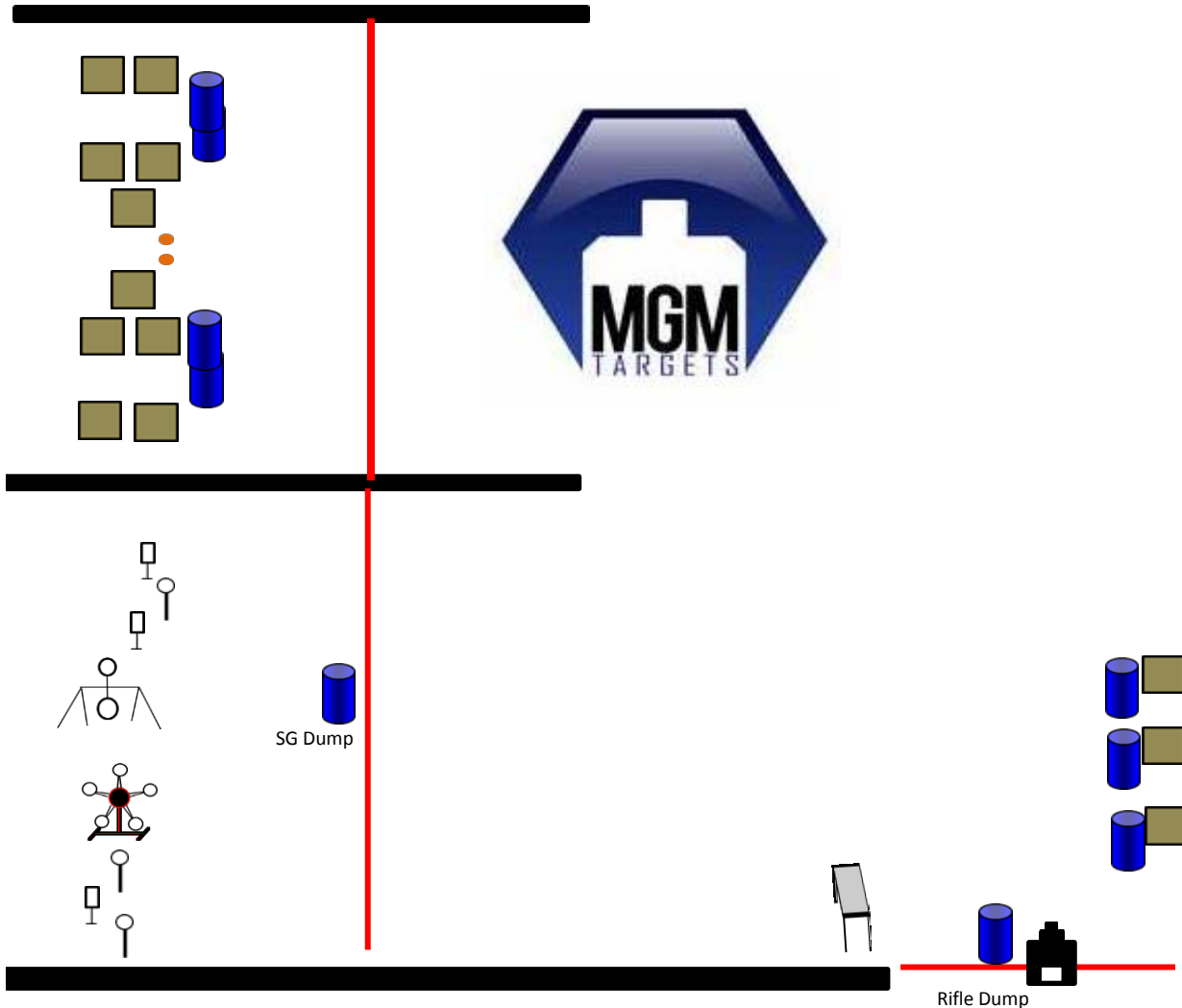
Stage 4 "MGM Time"

Stage design Vic Gold

Round Count:

Rifle 16 Shotgun 14+

Pistol 22+



Start Position: Standing behind 3 Gun nation barricade Rifle loaded muzzle touching barricade, pistol mag inserted empty chamber and holstered, shotgun loaded and staged on table.

Course description: Rifle from behind 1st fault line (6) plates on rack (4) Auto poppers (3) 3GN paper. From behind second fault line with shotgun only (1) Whirly Gig, (1) spinner, (6) Ko's. From behind 3rd fault line Pistol only (10) 3GN paper targets 2 clays. Failure to spin is a 60 second penalty. (Also assessed if it is knocked over)

- NO STEEL SHOT, BI-METAL OR STEEL CORE AMMO. (If an magnet sticks **DON'T** use it)
- Maximum time of 230 seconds

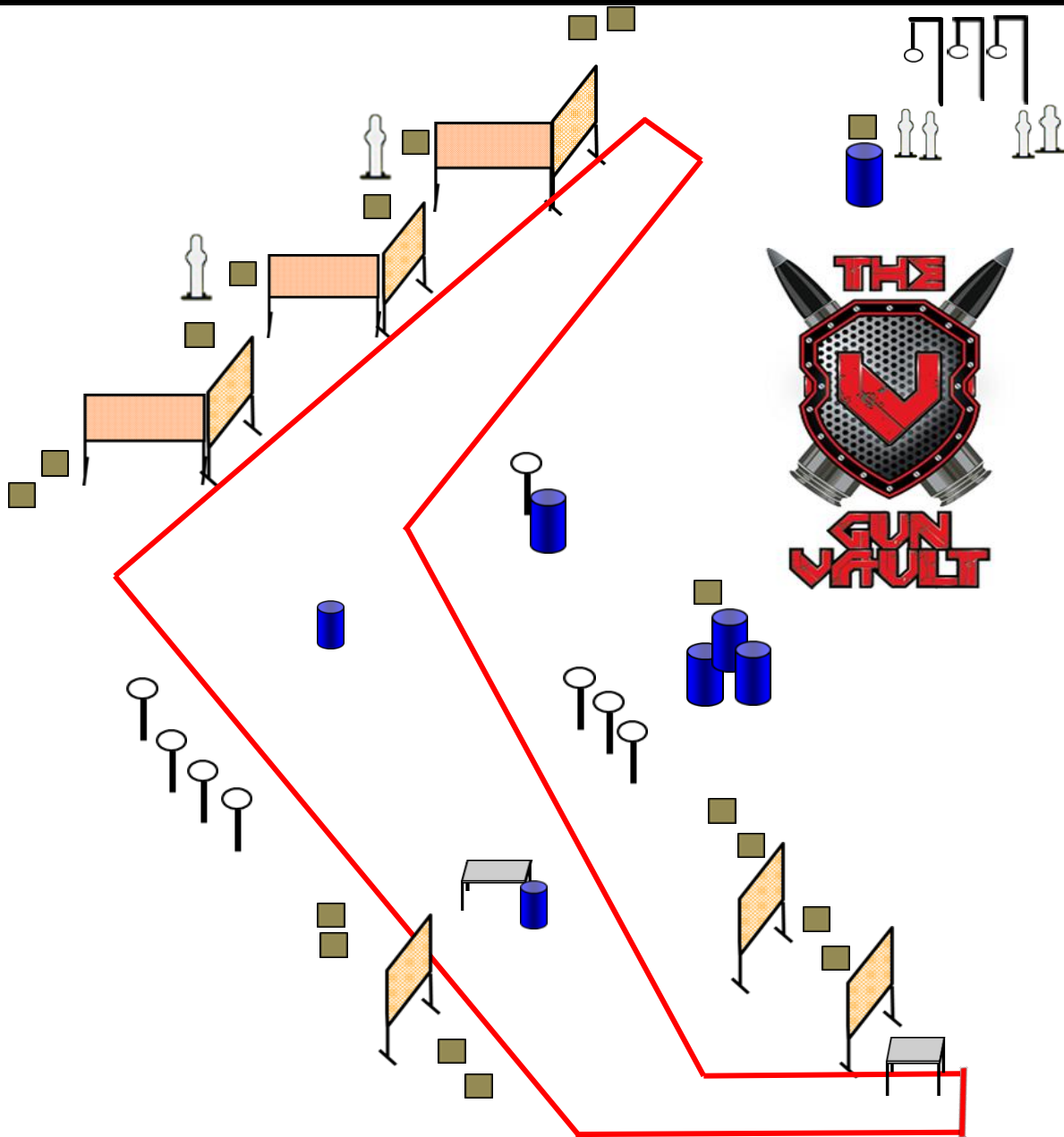
Stage 5 "The Race is On"

Stage design Carey Palmer

Round Count:

Rifle 25 Birdshot 8

Handgun 22



Start Position: Standing Facing down range hands touching ear pro, handgun mag inserted empty chamber and holstered, shotgun loaded staged on 2nd table, rifle loaded on 1st table

Course decription: Rifle (4) auto poppers, (3) T-Post targets, (9) 3GN paper targets. Shotgun (8) Ko's. Pistol (9) 3GN paper, (2) Mini poppers

- **NO STEEL CORE, BI-METAL OR ARMOR PIERCING BULLETS.**(If a magnet sticks **DON"**T use it)
- Maximum time of 250 seconds

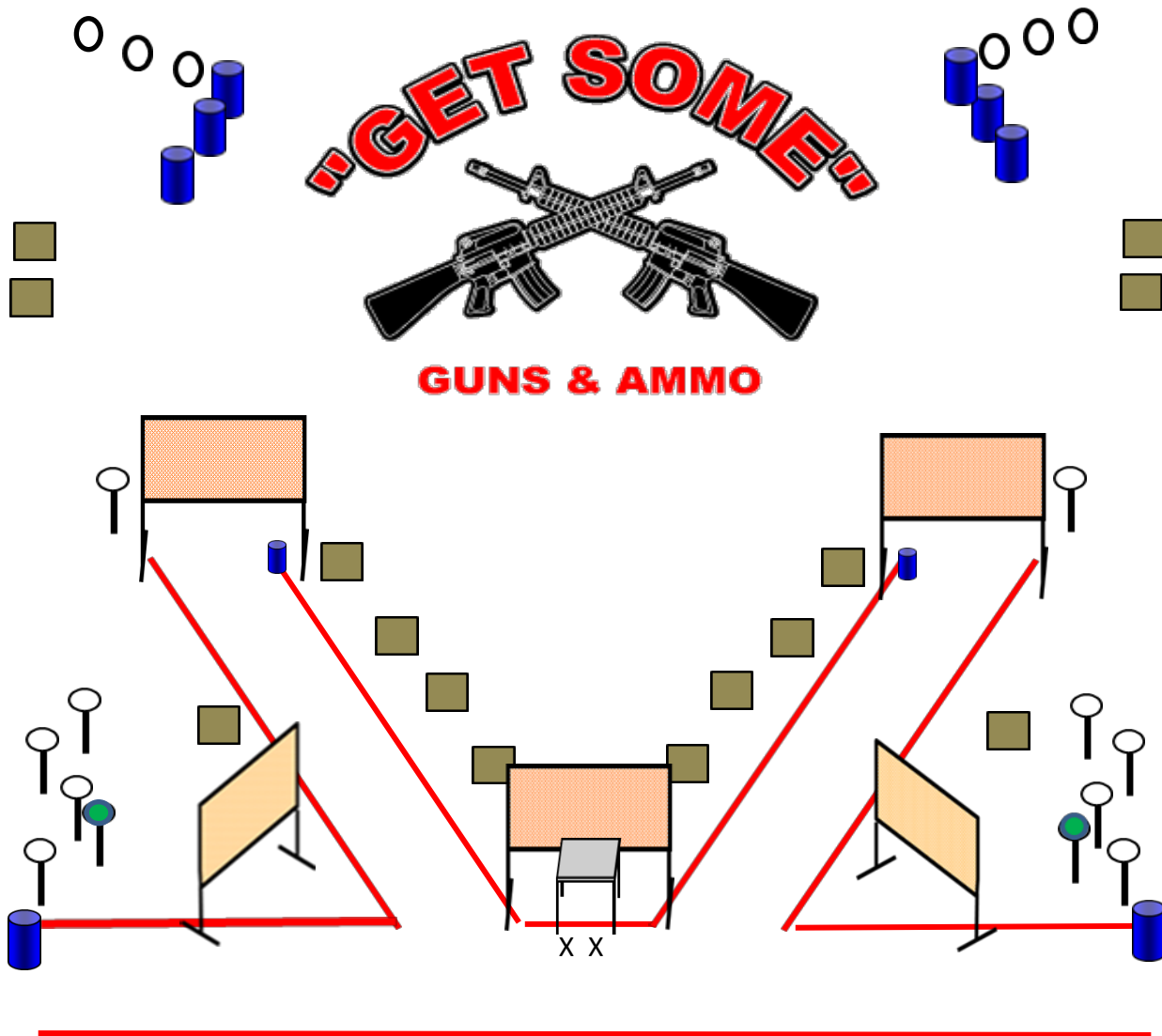
Stage 6 "Vee that was fun"

Stage design Carey Palmer

Round Count:

Handgun 18 opt 18

Birdshot 0 to 10 Rifle 14 opt 10



Start Position: Standing toes touching X's Hands raised above shoulders, handgun mag inserted empty chamber and holstered, rifle and shotgun loaded, setting completely on table pointing straight down range. (Handgun if used abandoned only in the dump bucket)

Course decription: (6) Auto poppers rifle only, (10) Ko's pistol or birdshot only, (12) 3GN paper rifle/pistol optional. Green Ko's are no shoot must fall for penalty.

- **NO STEEL AMMO PERIOD.** (If a magnet sticks on the projectile don't use it)
- Maximum time of 250 seconds

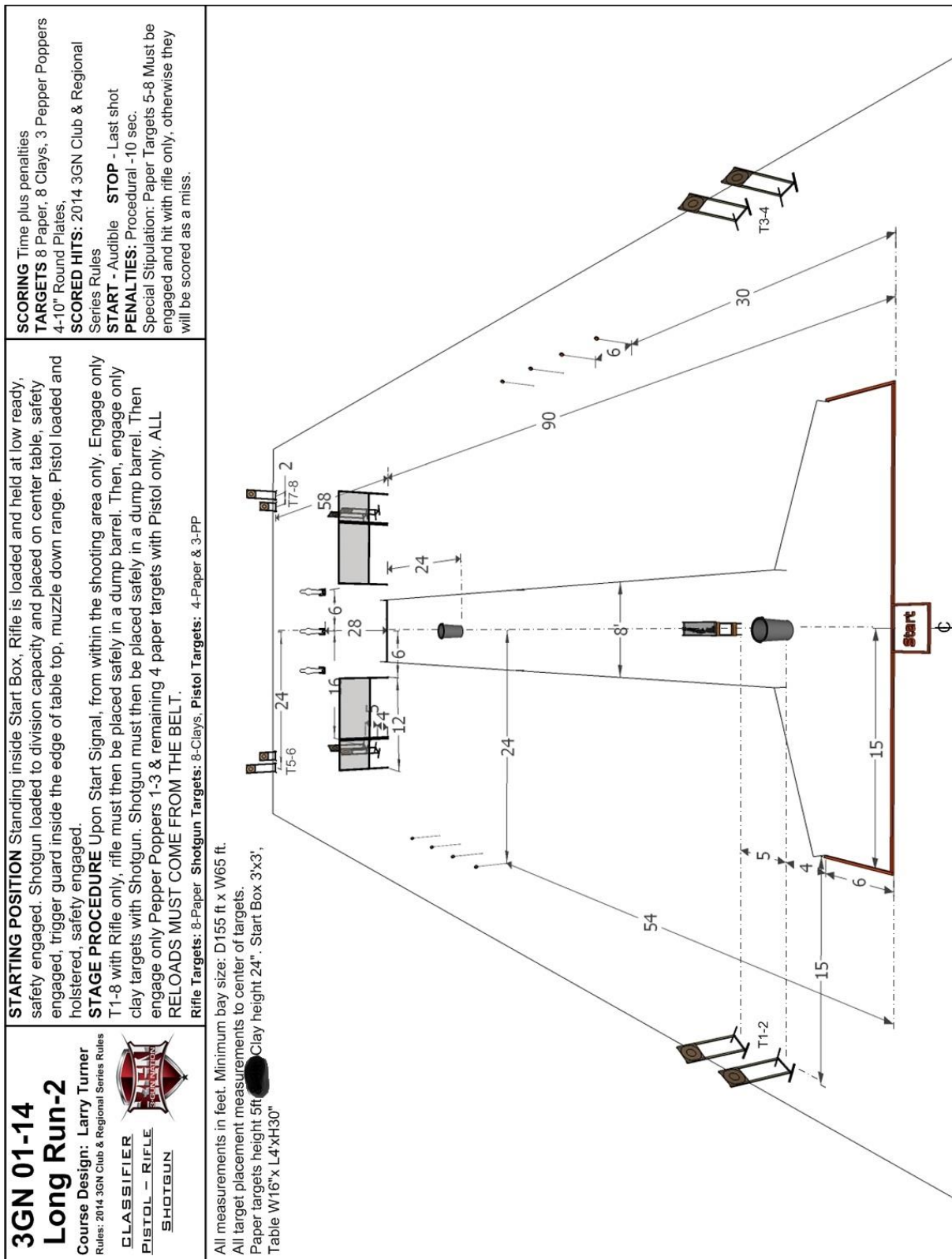
Stage 7 "Long Run-2" 3GN 01-14



Rifle 16

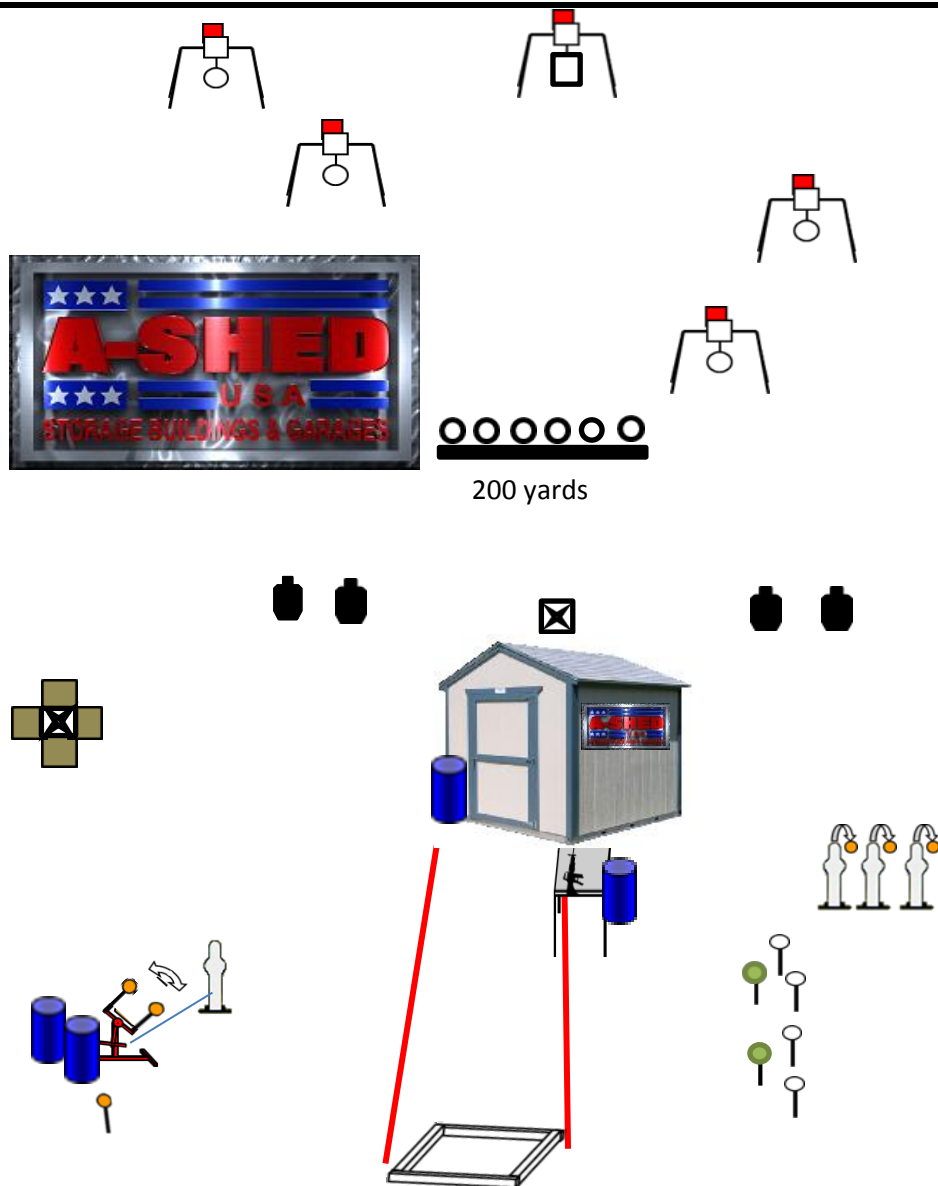
Birdshot 8

Pistol 11



Stage 8 "Shoot from A-Shed" Bay S

Round Count:
 Slug 8 Birdshot 14
 Rifle 24



Start Position: Standing in box facing down range shotgun loaded held port arms, rifle loaded and on table.

Course description: Shotgun slugs (4) "C" zone steel 2 hits each. Shotgun birdshot (4) poppers, (6) clays and (4) KO's. Rifle (5) flash targets one hit each from port "A" (high window) and one hit each from port "B" (low window), (6) plates on rack, (4) 3GN paper targets from anywhere inside fault lines. Green steel is no shoot must fall for penalty to be accessed.

- NO STEEL CORE, BI-METAL (if a magnet sticks don't use it).
- Maximum time of 230 seconds.