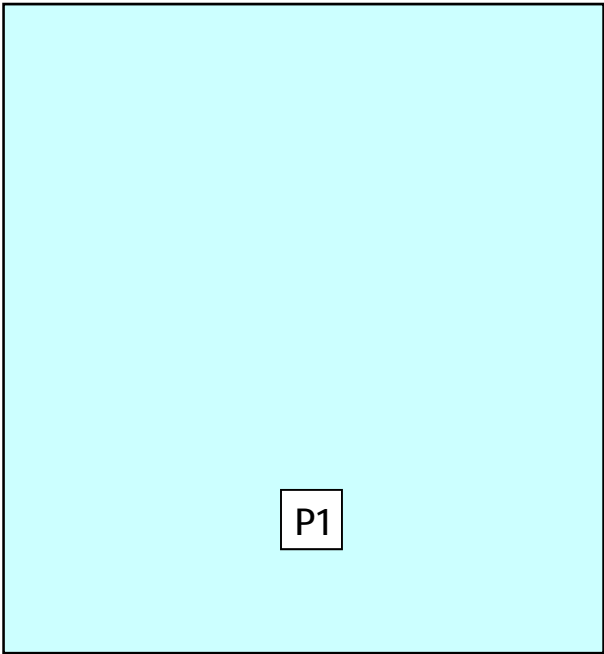
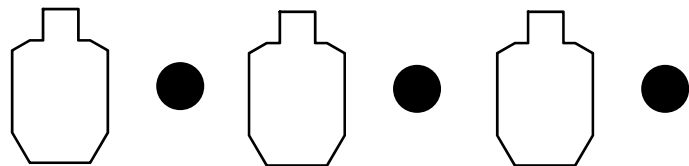


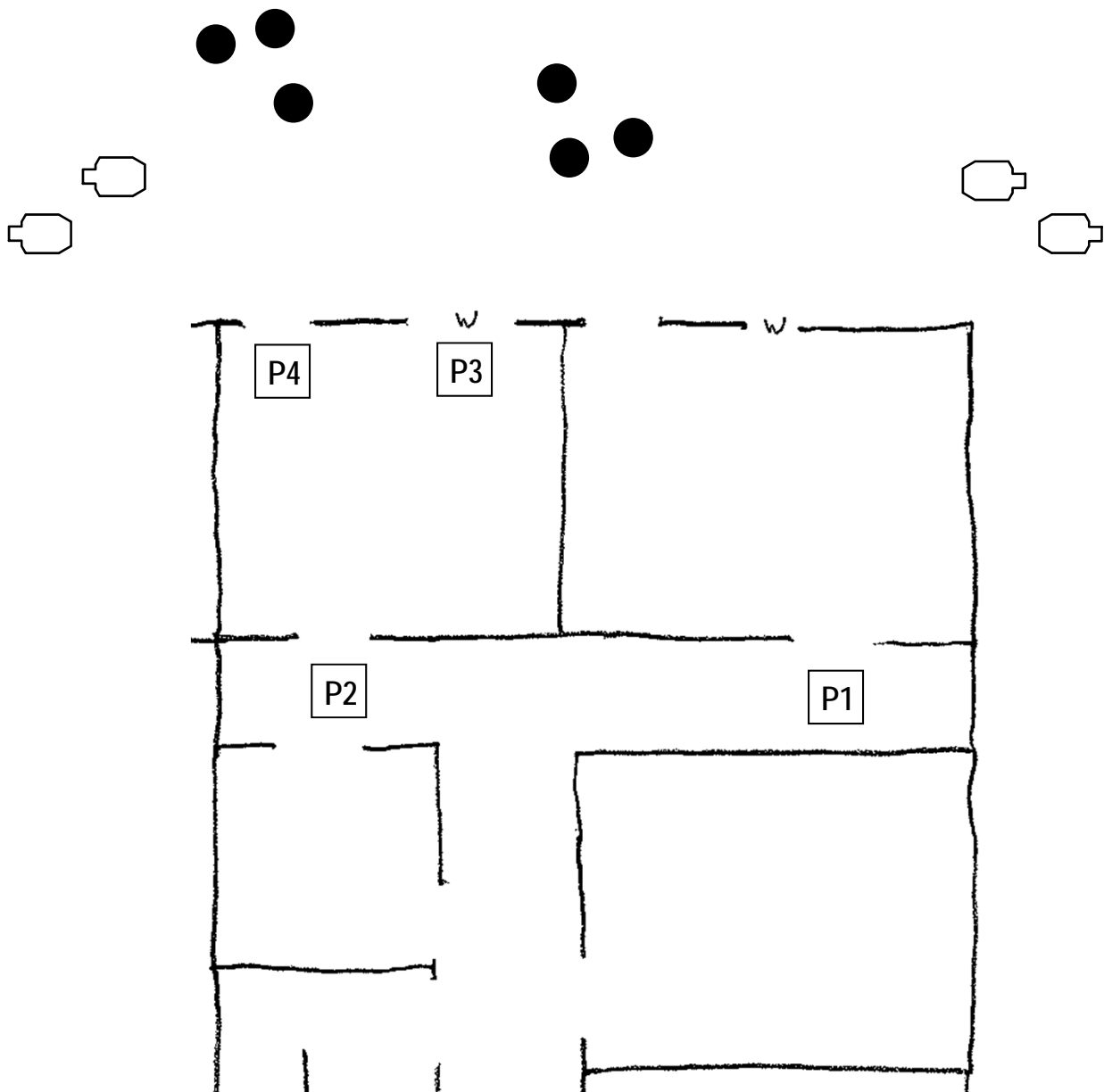
Stage 1: Pit: Limited Decisions

Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage the torsos with only two rounds each.•Engage the lollipops with only two rounds each.•Engage the torsos with only two rounds each.•Engage the lollipops with only two rounds each. <p>One engagement (6 rounds) must be right hand only. One engagement (6 rounds) must be left hand only. The other two engagements are up to the shooter (freestyle).</p> <p>Weak hand, strong hand, freestyle order is up to the shooter.</p>
Scoring/Rounds:	Limited Vickers. 24 rounds only.



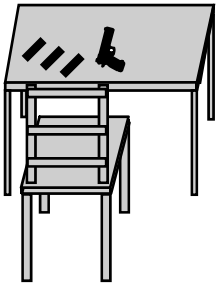
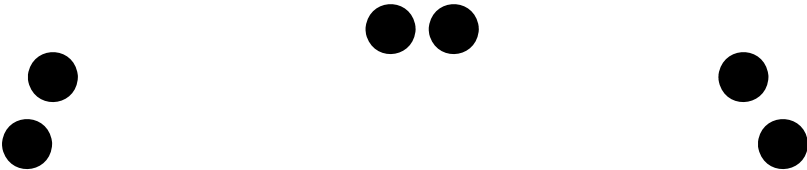
Stage 2: Barn: Loud and Proud

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•Hit three lollipops from P1, once each.•Hit three lollipops from P2, once each each.•Hit four torsos from the window at P3, twice each.•Hit four torsos from the doorway at P4, twice each.
Scoring/Rounds:	Vickers, 24+ rounds



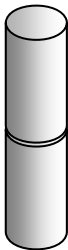
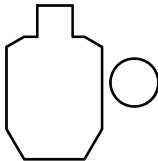
Stage 3: Backyard: Dinner Table

Scenario:	Skills Test
Start Position:	Position: P1, seated with hands clasped on top of head Gun: Unloaded slide forward hammer down or cylinder closed. Magazines: All magazines or speed loaders on the table.
Procedure:	String 1: <ul style="list-style-type: none">•Hit each target once strong hand only•Reload•Hit each target once freestyle•Reload•Hit each target once round freestyle Notes: <ul style="list-style-type: none">•Shooter must remain seated.•Shooter must reload between engagements, even if additional reloads are performed.
Scoring/Rounds:	Vickers, 18+ rounds



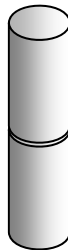
Stage 4: City Limits: SteelZambique

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•From P1, P2, and P3 engage the white torso with two rounds and the white lollipop with one round.•From P4 engage the 3 black lollipops on the left with two rounds each.•From P3 engage the white torso with two rounds and the white lollipop with one round.•From P5 engage the 3 black lollipops on the right with two rounds each.
Scoring/Rounds:	Vickers, 24+ rounds



P4

P3



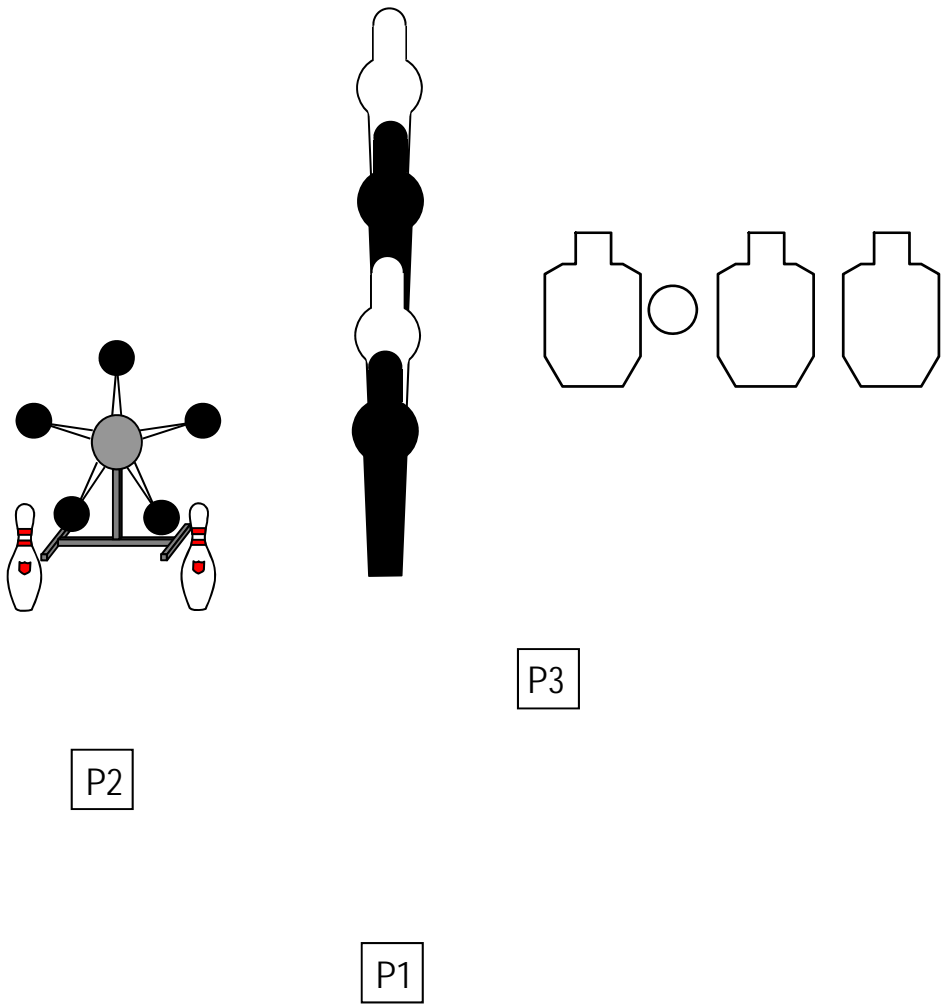
P5

P2

P1

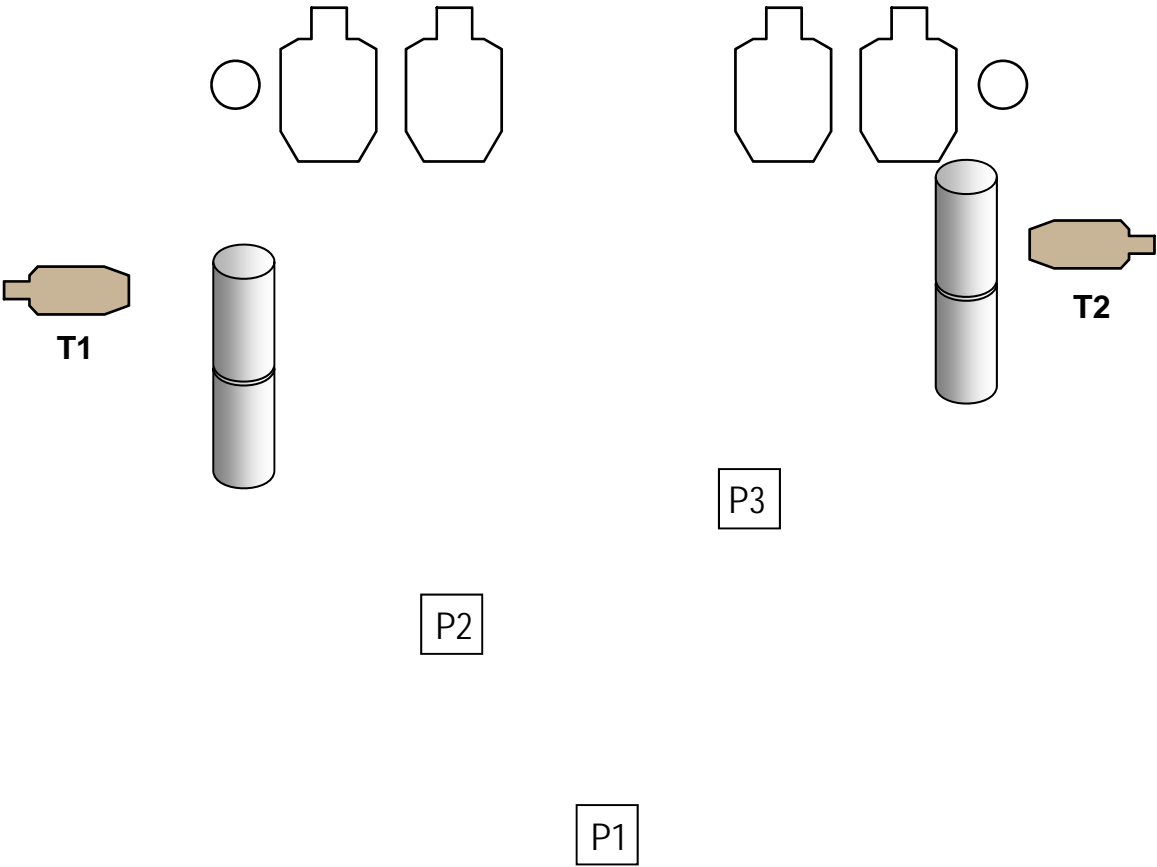
Stage 5: Wall: Popper Slam

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•From P1 knock down the four poppers and hit each steel torso with one round, any order.•From P2 clear the star and knock down the two steel bowling pins, any order.•From P3 hit each torso with two rounds each and hit the lollipop with one round, any order.
Scoring/Rounds:	Vickers, 20+ rounds



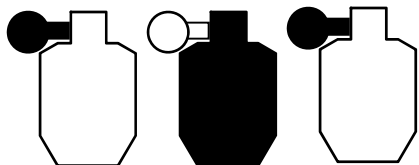
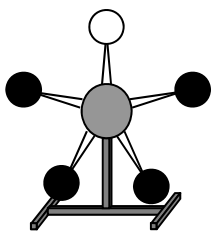
Stage 6: Gulch: Options

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none"> From P1 engage the left steel torsos with two rounds each and the left lollipop with one round, any order. While advancing from P1 to P2, the shooter may engage T1 if desired, each hit anywhere on T1 (up to 2 hits) will result in a 1 second deduction from the raw time. No penalty for missed shots. From P2 engage the left steel torsos with two rounds each and the left lollipop with one round, any order. While advancing from P2 to P3, the shooter may engage T2 if desired, each hit anywhere on T2 (up to 2 hits) will result in a 1 second deduction from the raw time. No penalty for missed shots. From P3, engage the right steel torsos with two rounds each and the right lollipop with one round, any order. <p>Maximum time deduction is 4 seconds if T1 has 2 hits and T2 has 2 hits. Record actual time on score sheet with "-4 " written in for string 2 time if the shooter had all four optional hits.</p>
Scoring/Rounds:	Vickers, 15+ rounds



Stage 7: Corral 1: Whack and Blight

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•From P1 hit the black targets once.•From P2 hit the white targets once. <p>Each white target hit from P1 or black target hit from P2 will be scored as a Hit on Non Threat penalty.</p>
Scoring/Rounds:	Vickers, 17+ rounds

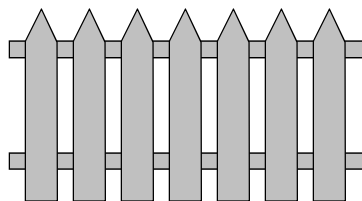
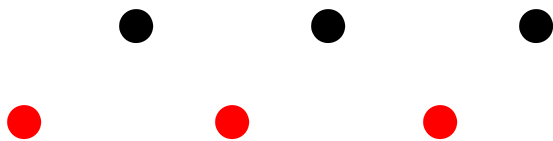


P2

P1

Stage 8: Corral 2: Between The Cracks

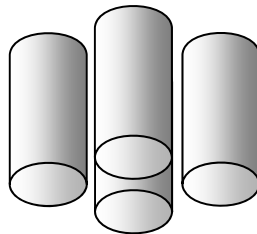
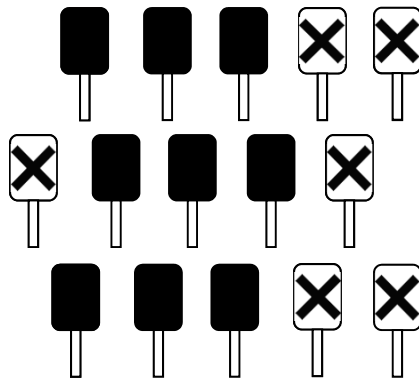
Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Hit the six steel targets with 3 rounds each. You must move to the next position after each hit. All shots are between the slats in the fence. The fence will be at standing height.•Shooting positions are P1 through P6, P1 through P6 again, then P1 through P6 a third time.
Scoring/Rounds:	Vickers, 18+ rounds



P6 P5 P4 P3 P2 P1

Stage 9: Corral 3: Rectangles, Diamond Barrel One

Scenario:	
Start Position:	P1
Procedure:	<p>Any target/barrel order is OK.</p> <ul style="list-style-type: none">• Hit the 9 targets once, hit at least one target through each of the four barrels.• Hit the 9 targets once left hand only, hit at least one target through each of the four barrels.• Hit the 9 targets once right hand only, hit at least one target through each of the four barrels. <p>One string only. Hits on X targets are scored as a Hit on Non Threat, max 1 per target.</p>
Scoring/Rounds:	Vickers, 27+ rounds



P1