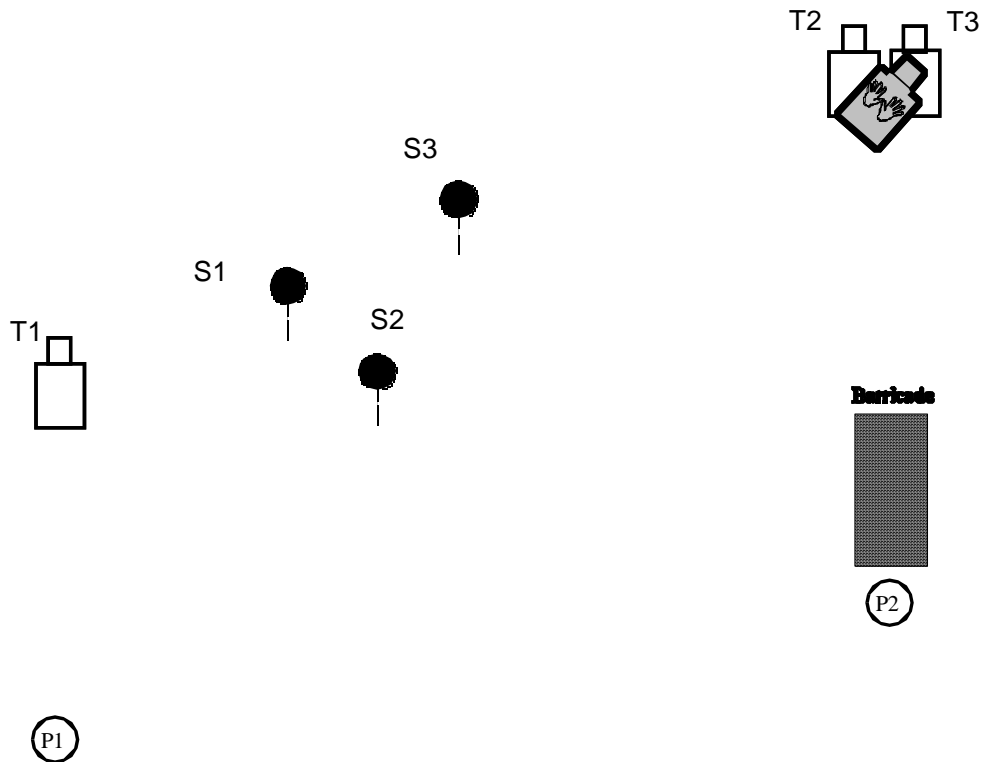


## STAGE 1 THE PEN

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	13 RDS MIN.



### STRING 1-13 ROUNDS MIN.

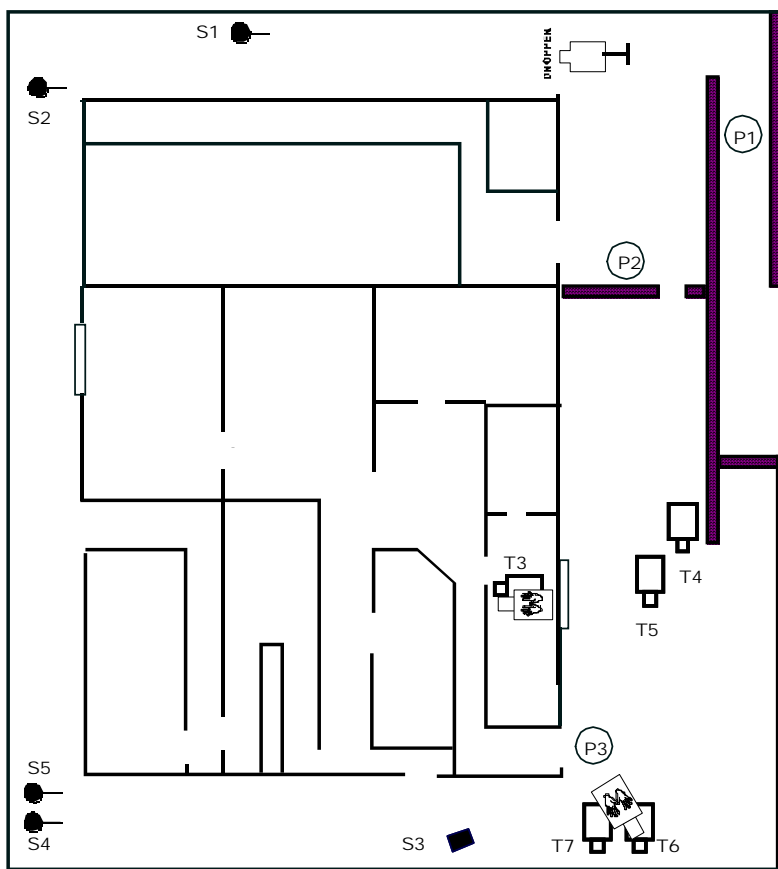
Start at P1 at the sound of the buzzer draw and engage T1 with 2 rounds to the body and 1 round to the head. Then the shooter will proceed towards cover at position P2 while engaging S1 thru S3 with 2 rounds each. When the shooter reaches cover at P2 engage T2 and T3 with 2 rounds to the body and 1 round to the head from either side of the barricade.

### NOTES:

1. Reload as necessary
2. Shooter must be moving while engaging S1 thru S3.
3. Shooter may not engage T2 or T3 until behind cover.

## STAGE 2 THE BARN

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	21 RDS MIN.



### STRING 1 - 21 rounds min.

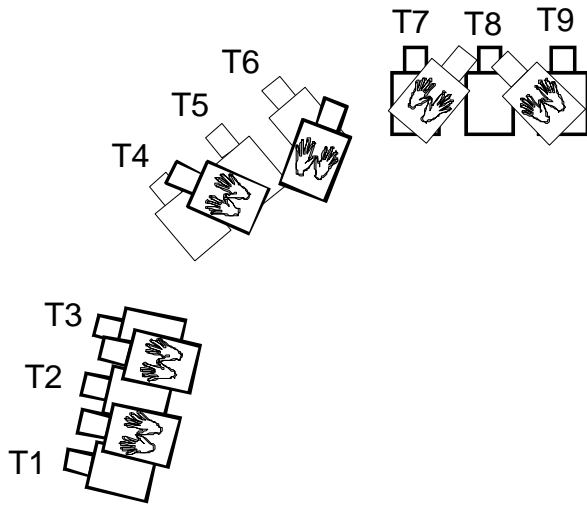
Start at P1. At the sound of the buzzer draw and engage the dropper with 2 rounds and then engage S1 and S2 with 2 rounds each. Move to P2 and engage T4 thru T7 with 2 rounds each. Then engage T3 thru window while moving to P3. At P3 engage S3 thru S5 with 2 rounds each as threat appears.

### NOTES:

1. **ALL NON-SHOOTERS MUST STAY OUT SIDE OF BRICK WALL.**
2. Must use doorways, walls and corners of building for cover while engaging all targets.

## STAGE 3 THE BACKYARD

Shot From Concealment:	NO
Scoring Method:	<b>LIMITED VICKERS</b>
Round Count:	18 RDS Max.



(P1)


### STRING 1 - 18 rounds max.

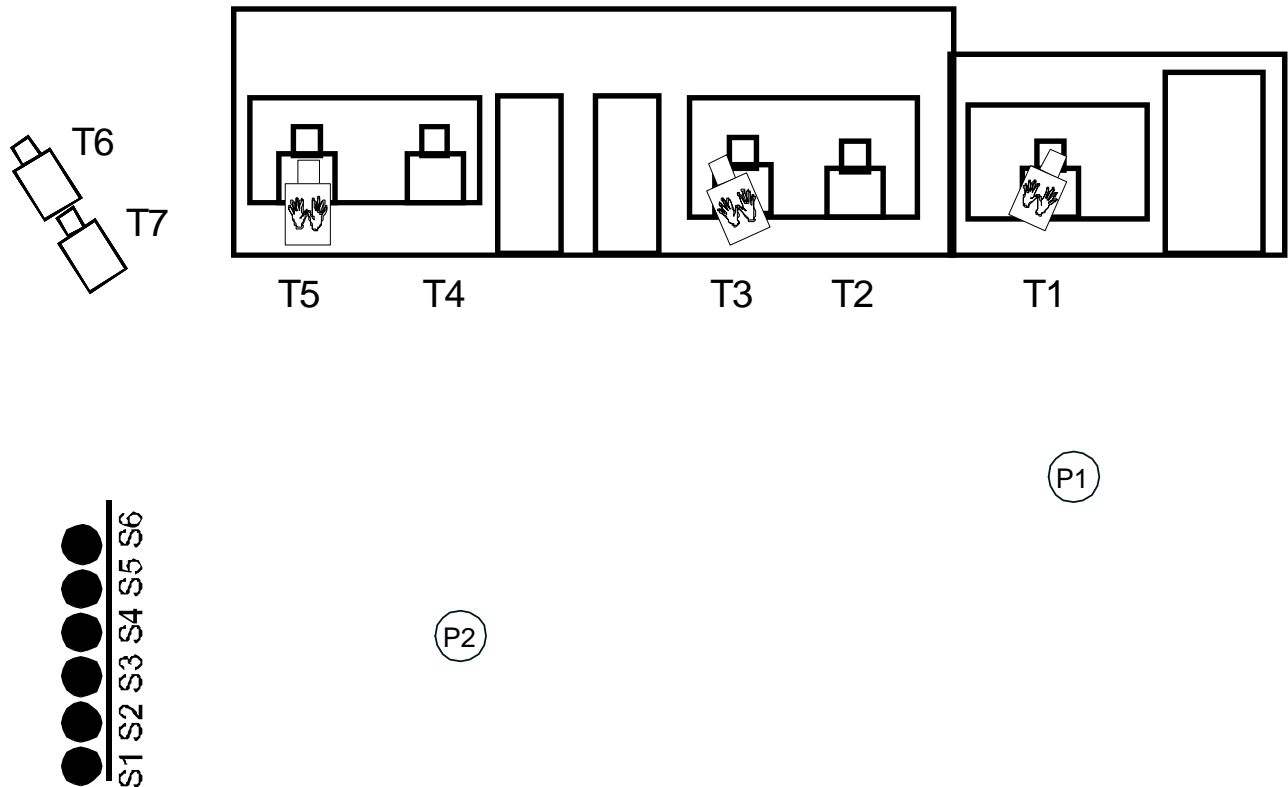
Start at P1 at the sound of the buzzer, draw and engage T1 thru T9 with 1 round to the body. Then re-engage T1 thru T9 with 1 round to the head.

### NOTES:

1. Body shots must be shot first then head shots.

## STAGE 4 CITY LIMITS

<b>Shot From Concealment:</b>	<b>NO</b>
<b>Scoring Method:</b>	<b>VICKERS</b>
<b>Round Count:</b>	<b>20 RDS MIN.</b>



### STRING 1 - 20 rounds min.

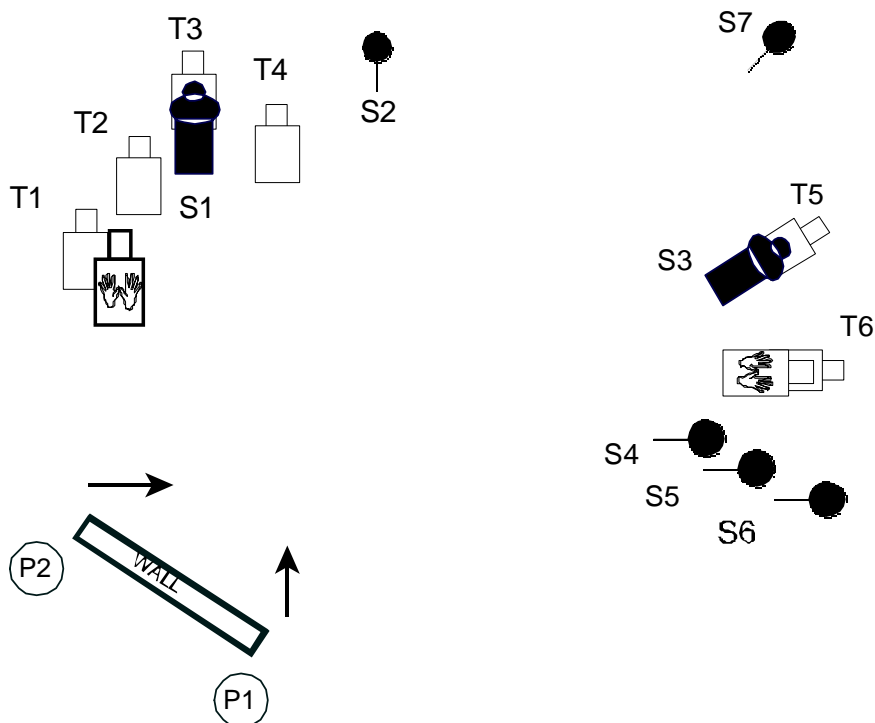
Start at P1. At the sound of the buzzer draw and engage T1 thru T7 with 2 rounds each while moving to P2. At P2 engage S1 thru S6 until knocked down.

### NOTES:

- 1.Shooter must be moving while engaging T1 thru T7
- 2.All targets must be shot in order shown. Plate rack can be shot in any order.

## STAGE 5 THE WALL

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	24 RDS. MIN.



### STRING 1 - 24 rounds min.

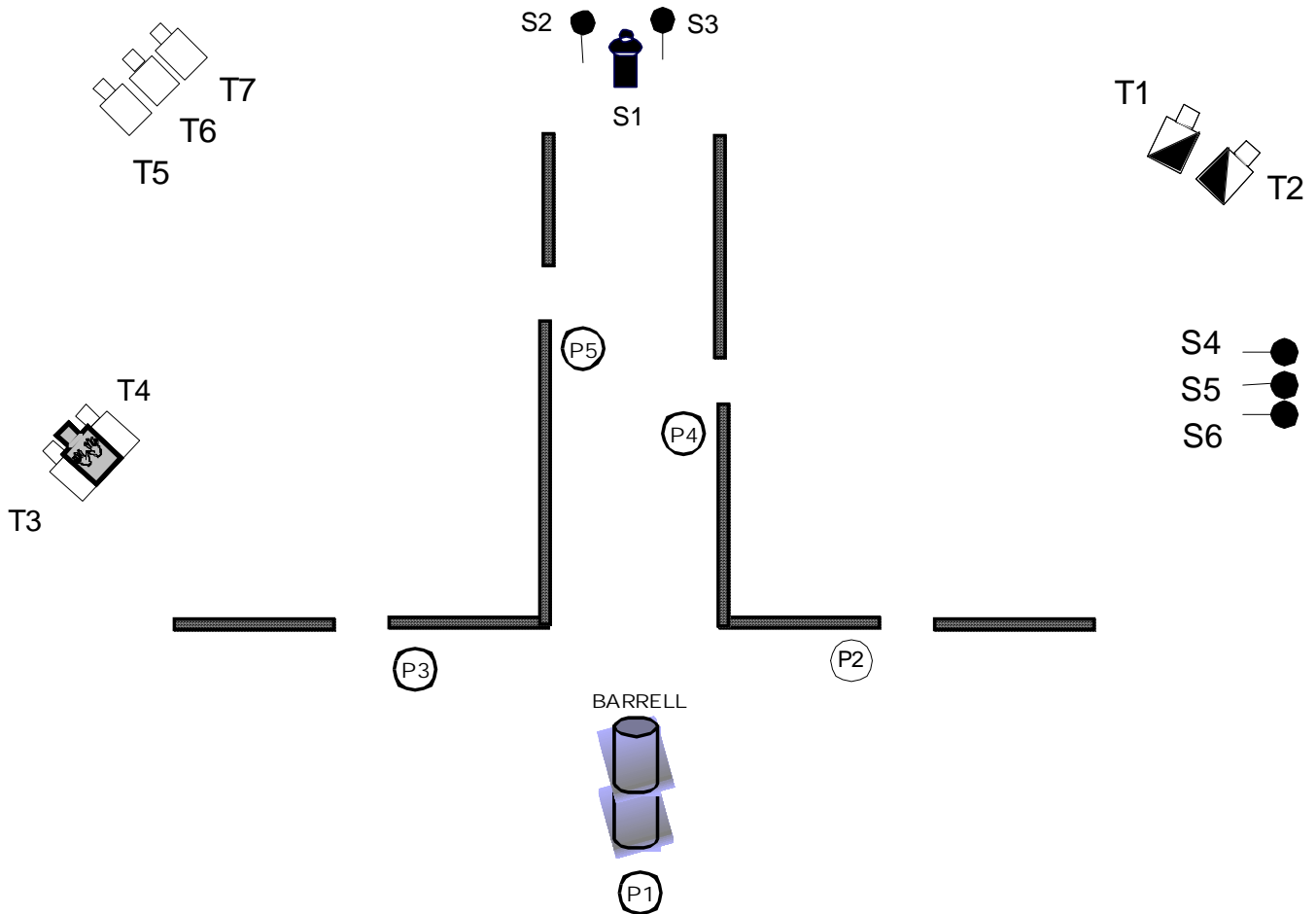
Start at P1 at the sound of the buzzer draw and engage S1 until knocked down. Then engage T1 thru T4 and S2 with 2 rounds each. Move to P2 and engage S3 until knocked down. Then engage S4 thru S7 and T5,T6 with 2 rounds each.

### NOTES:

1. Must use cover at all positions.
2. Targets must be shot in order shown.

## STAGE 6 THE GULCH

<b>Shot From Concealment:</b>	<b>NO</b>
<b>Scoring Method:</b>	<b>VICKERS</b>
<b>Round Count:</b>	<b>23 RDS. MIN.</b>



### STRING 1 -23 rounds min.

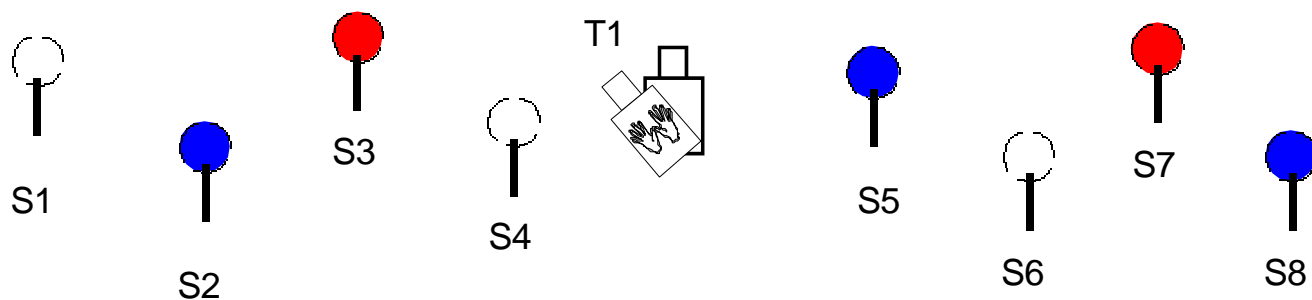
Start at P1 at the sound of the buzzer draw and engage S1 thru S3 with 1 round each. (S1 until knocked down) Then move to P2 and engage T1 and T2 with 2 rounds each. Move to P3 and engage T3 and T4 with 2 rounds each. Move to P4 and engage S4 thru S6 with 2 rounds each. Move to P5 and engage T5 thru T7 with 2 rounds each.

### NOTES:

1. Shooter must use barricade and walls for cover while engaging all; targets.
2. Shooter must be aware of muzzle direction at all times.

## STAGE 7 CORRAL # 1

Shot From Concealment:	NO
Scoring Method:	VICKERS
Round Count:	19 RDS. MIN.



### STRING 1-19 rounds min.

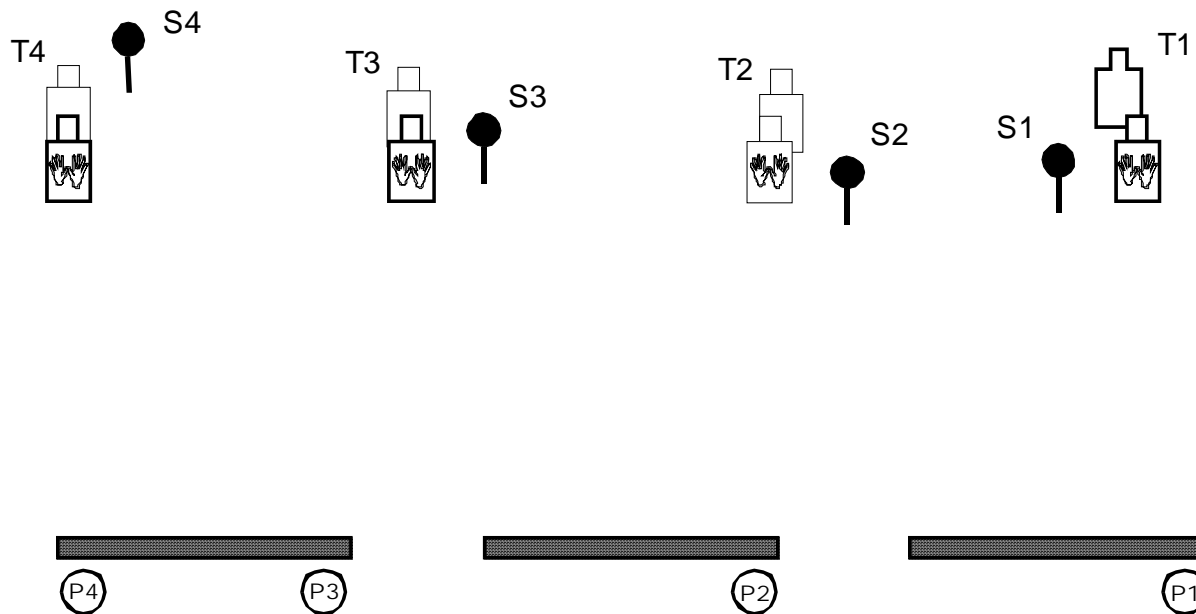
Shooter starts at P1 with his back to targets at the sound of the buzzer turn, draw and engage all **RED TARGETS** with 1 round each. Then engage all **WHITE TARGETS** with 2 rounds each. Then engage all **BLUE TARGETS** with 3 rounds each and then T1 with 2 rounds.

### NOTES:

1. Targets may be shot in any order.
2. Shooter must stay at P1 while engaging all targets.
3. **RED = 1 ROUND**  
**WHITE = 2 ROUNDS**  
**BLUE = 3 ROUNDS**  
**T1 = 2 ROUNDS**

## STAGE 8 CORRAL # 2

Shot From Concealment:	No
Scoring Method:	VICKERS
Round Count:	16 RDS Min.



### STRING 1-16 rounds min.

Shooter starts at P1 at the sound of the buzzer draw and engage T1 and S1 with 2 rounds each. Reload and move to P2 engage T2 and S2 with 2 rounds each. Reload and move to P3 and engage T3 and S3 with 2 rounds each. Reload and move to P4 and engage T4 and S4 with 2 rounds each.

### NOTE:

1. Shooter cannot shoot over the top of barricades.
2. Shooter may engage targets in any order at each shooting position.
3. **SHOOTER MUST BE AT POSITION SHOWN BEFORE ENGAGING TARGETS.**