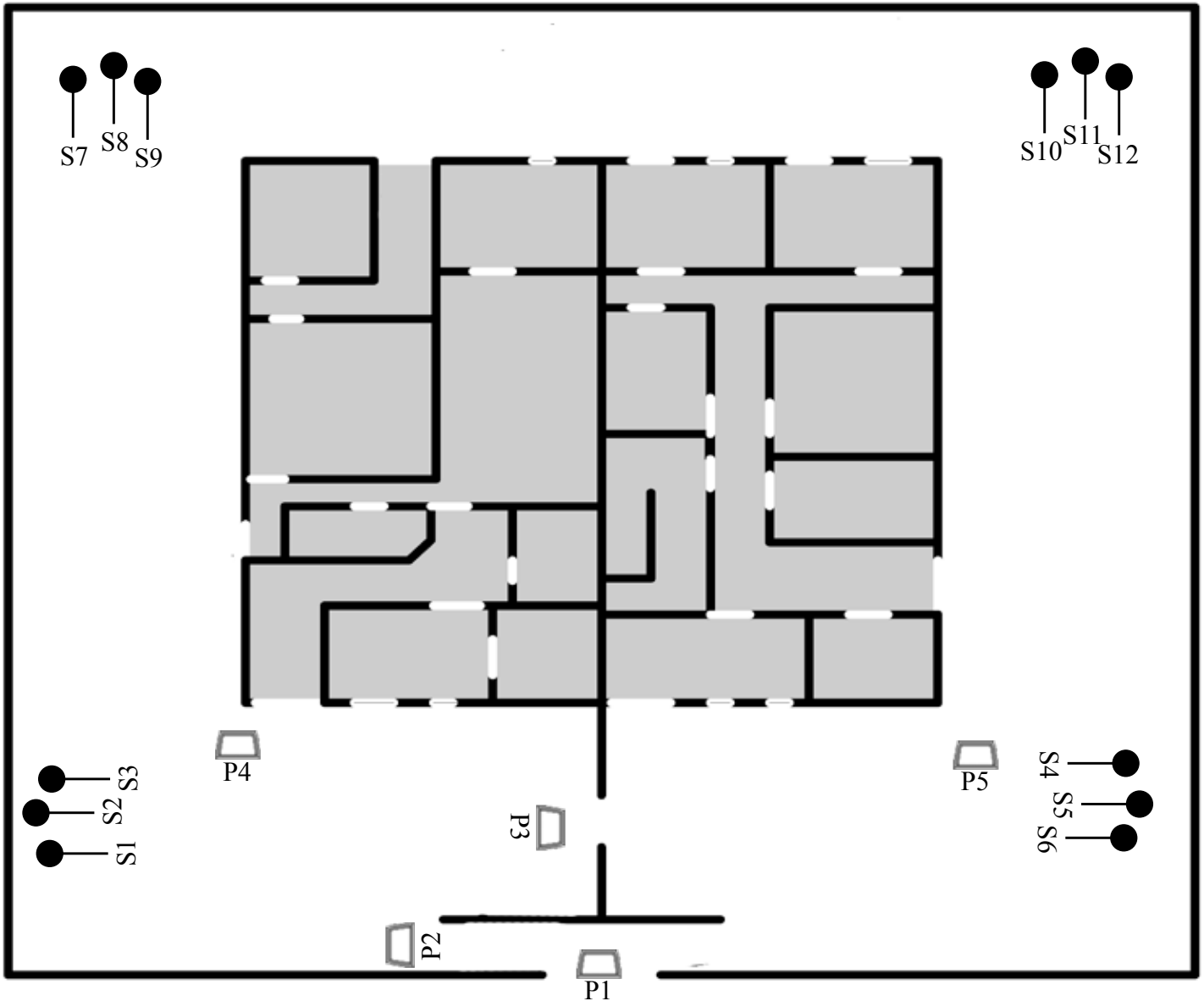


## Stage 1 — The Barn

12 Lollipops

Round Count:  
Pistol — 30



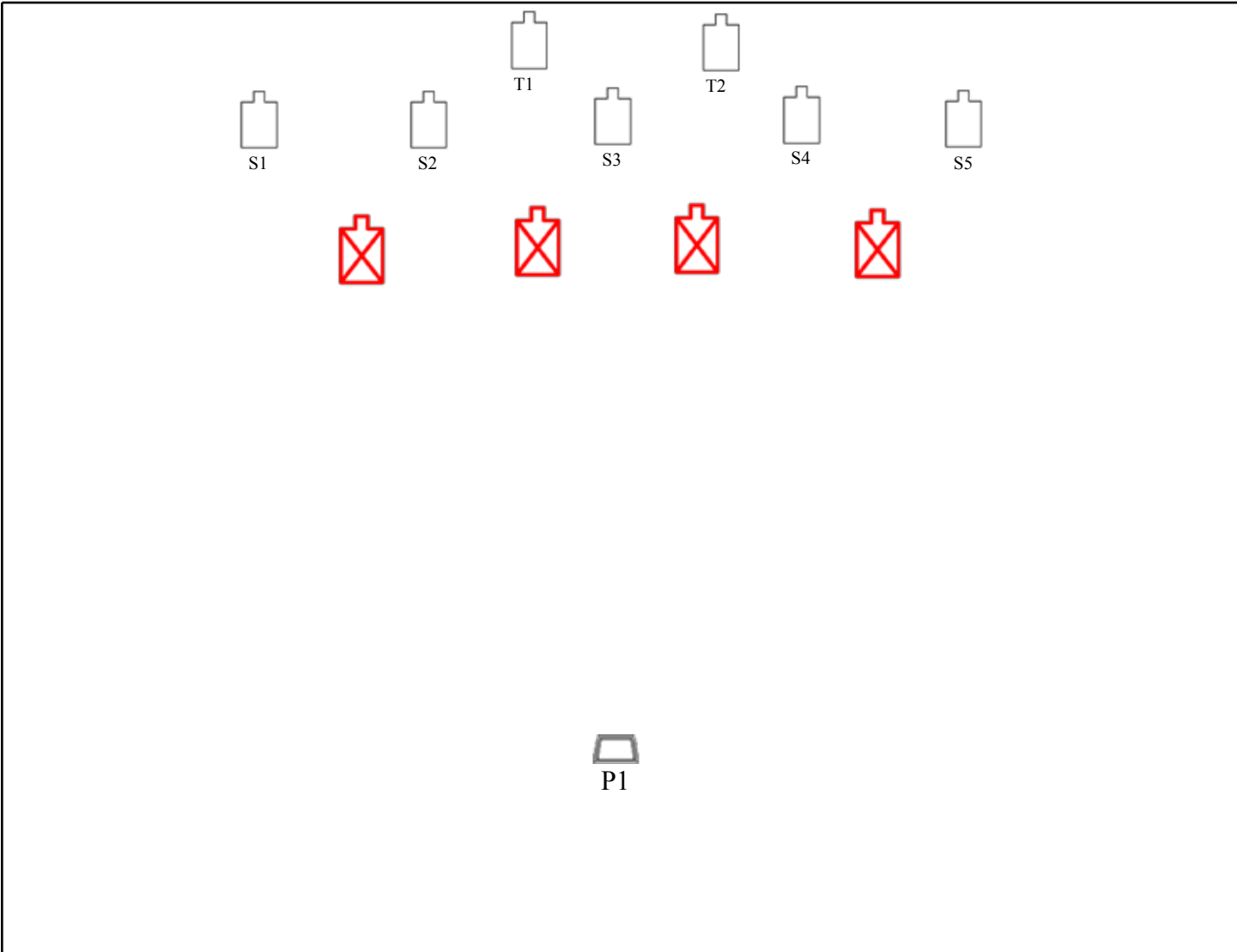
**Starting Position:** P1 with pistol loaded and holstered.

**Rules of Engagement:** Starting at P1, hands on the wall. At the sound of the buzzer move to P2. At P2, draw and engage S1-S3 with two rounds each. Turn the corner to P3 and engage S4-S6 with two rounds each. Move to P4 and engage S7-S9 with two rounds each. Move back to P3 and engage S4-S6 with two more rounds each. Finally, move to P5 and engage S10-S12 with two rounds each.

- Do not draw pistol until reaching P2.

- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 200 seconds

Stage 2 — Pen		
2 Single Targets 4 Non-threat Targets	Round Count: Shotgun — 15 bird, 2 slugs	

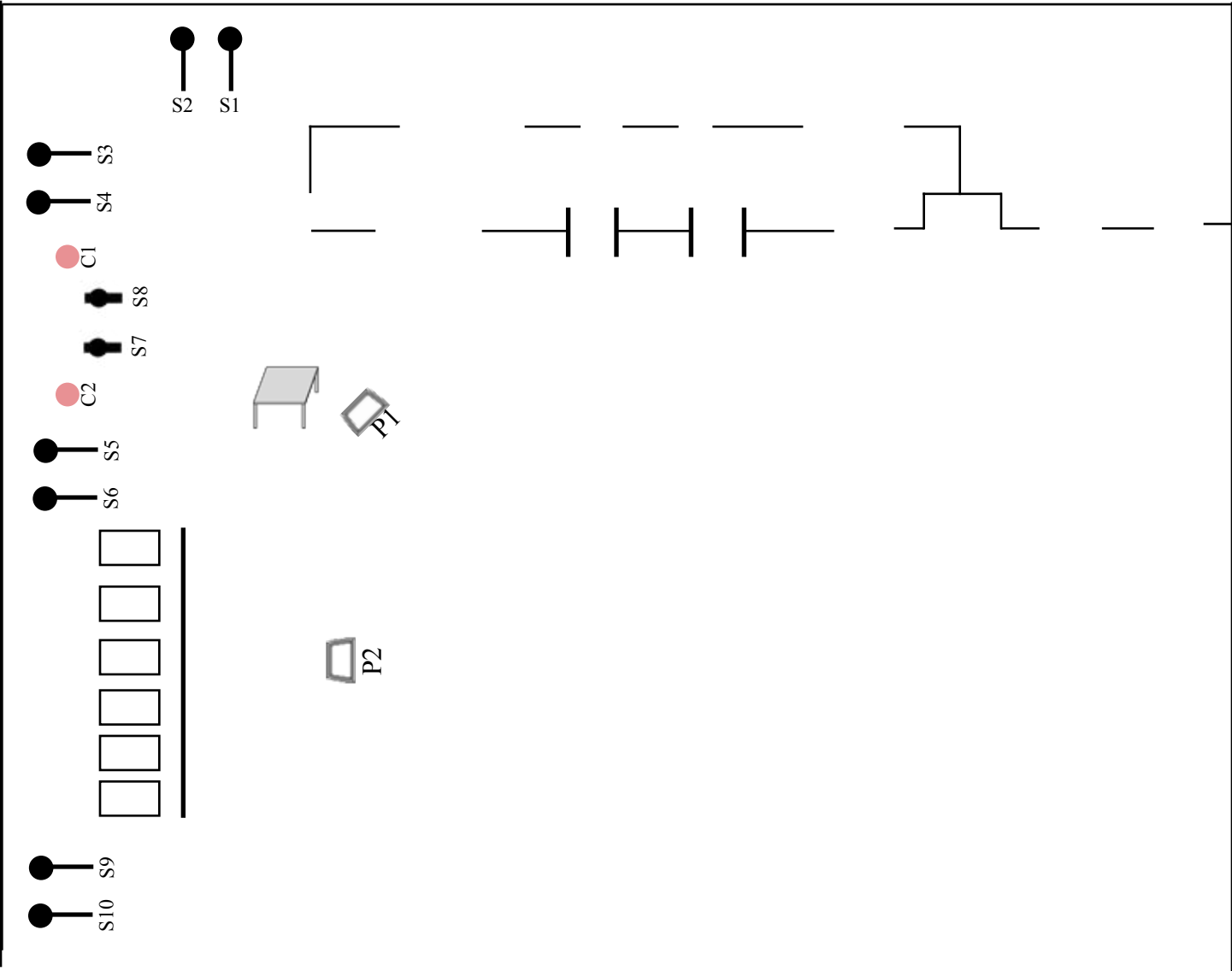


**Starting Position:** P1 with shotgun loaded at low ready.

**Rules of Engagement:**  
Starting at P1, with shotgun, engage S1 through S5 with three rounds birdshot each. Shooter may not engage the same target with two consecutive shots. Engage T1 and T2 with one slug each.

- Any slug hit on steel will be a 300 second penalty.
- Any pellet hit on a non-threat will be counted as a hit on a non-threat in addition to any slug hits on non-threats.
- **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**
- **Maximum time of 200 seconds**

Stage 3 — City Limits		
8 Lollipops 2 Poppers	Round Count: Shotgun — 16 bird Pistol — 14	1 Table 2 Clay Flippers Clays

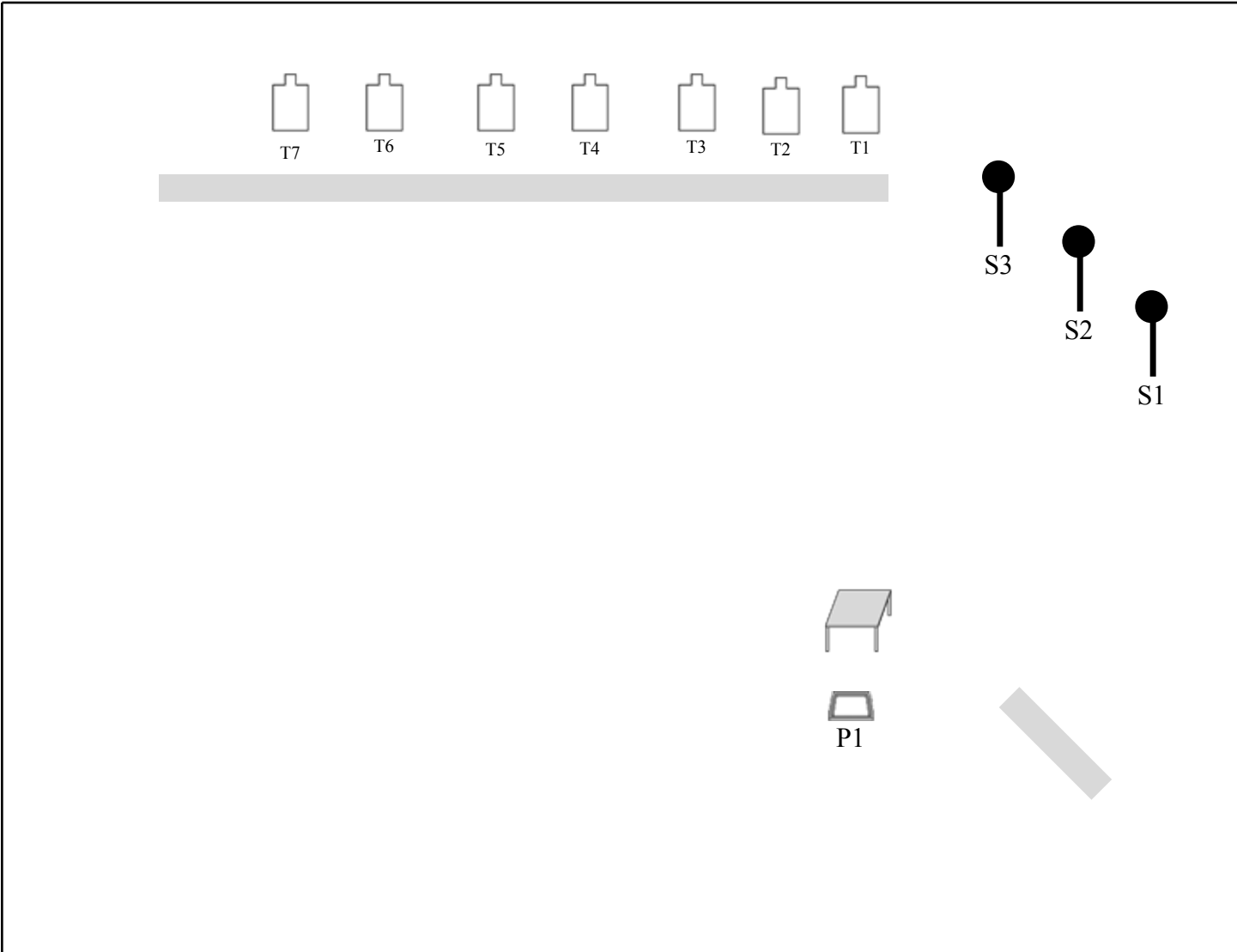


**Starting Position:** P1 with pistol loaded and holstered. Shotgun loaded at low ready.

**Rules of Engagement:** Starting at P1, engage S1-S6 with two rounds birdshot each. Engage S7 and S8 with birdshot until they fall, and engage C1 and C2. Table shotgun, move to P2 and draw pistol at P2. Engage S5, S6, S9 and S10 with two rounds each, and the plate rack with one round each.

- Do not draw pistol until reaching P2.
- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 240 seconds

Stage 4 — The Wall		
7 Single Targets 3 Lollipops	Round Count: Rifle — 21 Pistol — 9	1 Table

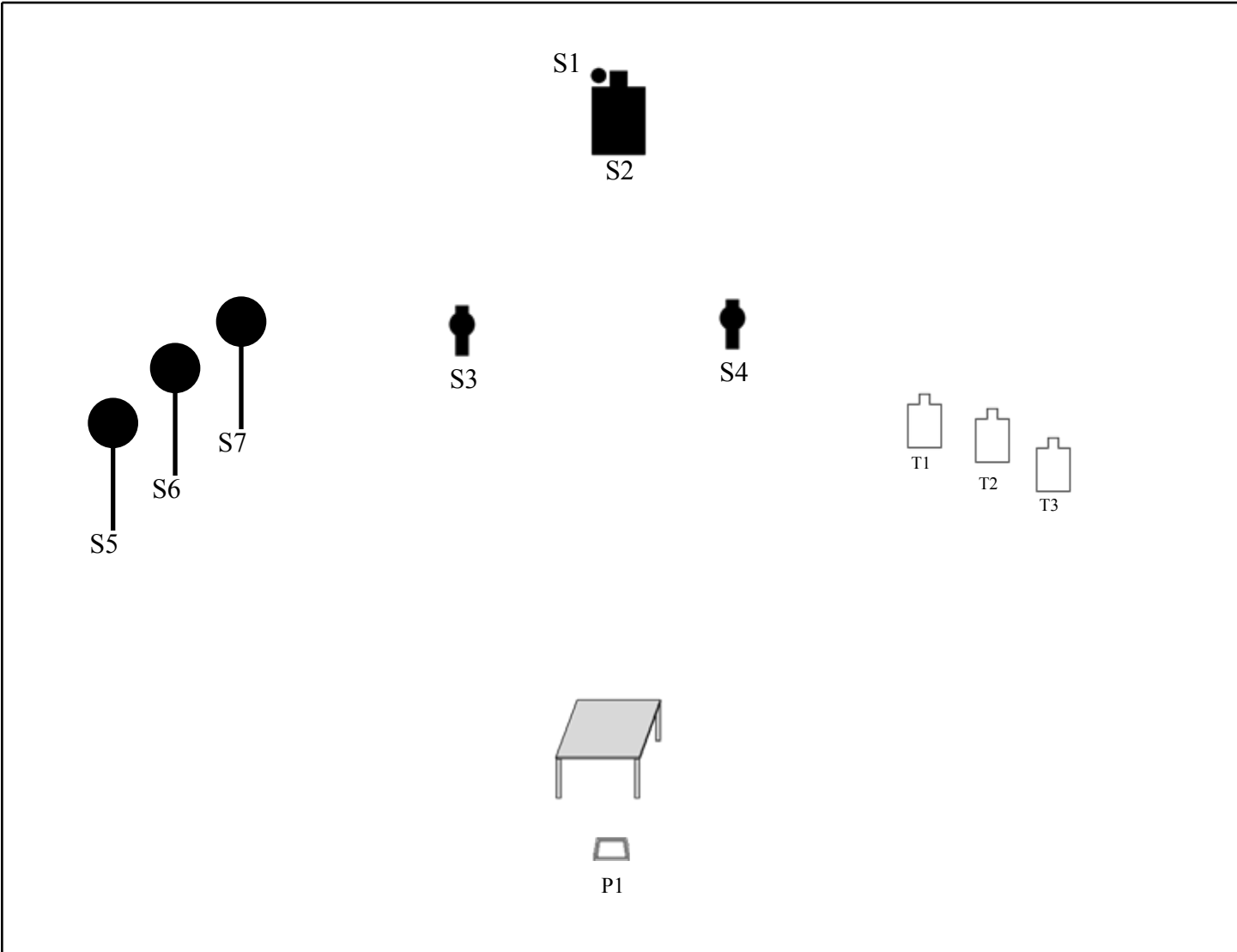


**Starting Position:** P1 with pistol loaded and holstered. Rifle loaded on table.

**Rules of Engagement:** Starting at P1 draw and engage S1-S3 with three rounds each. Table empty pistol, retrieve rifle and engage T1-T7 each with two rounds to the torso, one to the head.

- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 200 seconds

Stage 5 — The Gulch		
3 Lollipops Table	Round Count: Rifle — 16 Shotgun — 9 birdshot, 1 slug	1 PT Hostage 3 Targets 2 Auto Poppers

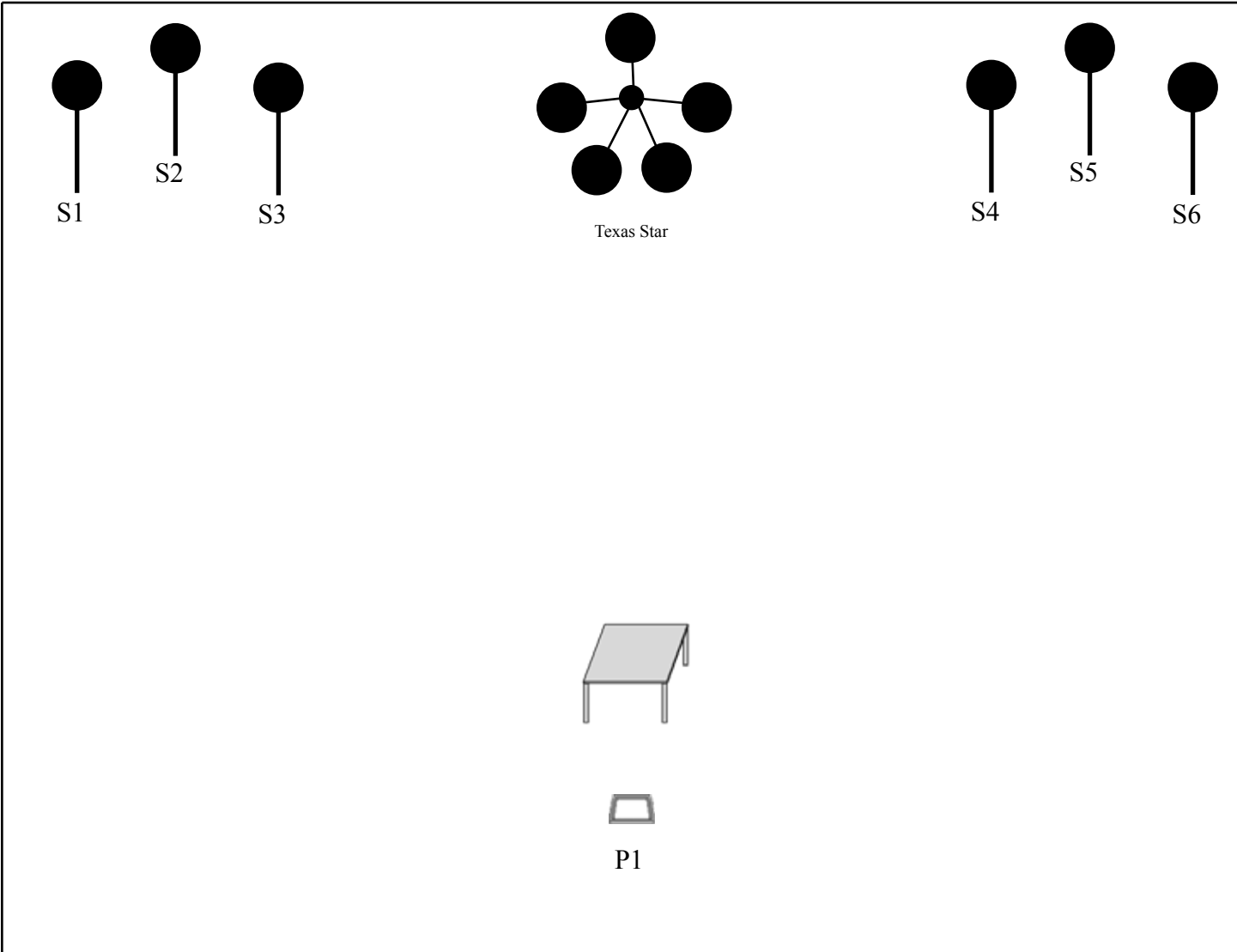


**Starting Position:** P1 with rifle loaded at low ready, shotgun loaded on table.

**Rules of Engagement:** Starting at P1 with rifle, in any order, engage T1-T3 with three rounds each, S1 with one round and S3 and S4 with three rounds each. Switch to shotgun and engage S5-S7 with three rounds birdshot each, tactical sequence and S2 with one slug.

- S1 is the small swinging plate
- Hitting any target other than S2 with a slug is a 300 second penalty.
- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 240 seconds

Stage 6 — Corral 1		
6 Lollipops 1 Texas Star	Round Count: Shotgun — 11 birdshot Pistol — 12	1 Table

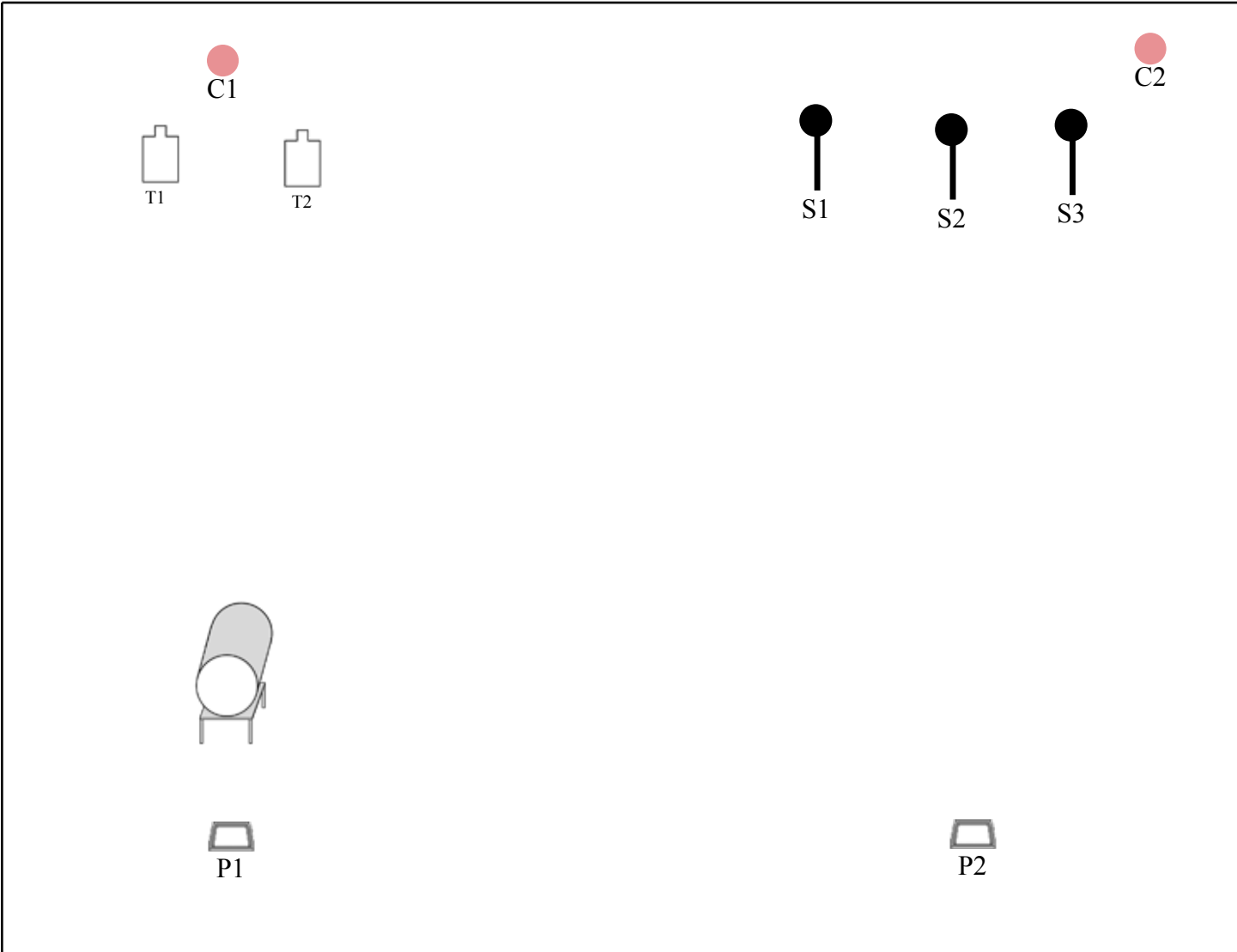


**Starting Position:** Shotgun loaded at low ready. Pistol loaded and holstered.

**Rules of Engagement:** Starting at P1 with shotgun, at the sound of the buzzer, engage S1-S6 with one round birdshot each, then clear the Texas Star. Table empty shotgun, draw pistol and then engage S1-S6 with two rounds each.

- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 240 seconds

Stage 7 — Corral 2		
2 Single Targets 3 Lollipops Clay Targets	Round Count: Rifle — 9 Pistol — 10	1 Table 1 Barrel



**Starting Position:** P1 with pistol loaded and holstered. Rifle loaded at low ready.

**Rules of Engagement:** Starting at P1 with rifle, through the barrel engage T1 and T2 each with three rounds to the torso, one to the head. Then, through the barrel, engage C1. Table empty rifle in barrel and then move to P2. At P2, draw pistol and engage S1-S3 with two rounds each, engage C2, then engage S1-S3 with one more round each.

- Clays must chip or break to score.
- Do not draw pistol until reaching P2.
- NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS
- Maximum time of 240 seconds

## Stage 8 — The Back 40

2 Single Targets  
2 Rifle Steel Torso Targets

Round Count:  
Rifle — 16

1 Barricade



**Starting Position:** P1 with rifle loaded at low ready.

**Rules of Engagement:** Starting at P1, standing behind the barricade, around the left side of the barricade engage S1 and S2 with two rounds each. Around the right side of the barricade engage S1 and S2 with two rounds each. Then, around the left side of the barricade, shooting left-handed, engage T1 and T2 each with two rounds (to the torso for right-handed shooters, to the head for left-handed shooters) . Finally, around the right side of the barricade, shooting right-handed, engage T1 and T2 each with two rounds (to the head for right-handed shooters, to the torso for left-handed shooters.)

- Shooter must remain **BEHIND** the barricade, not off to the side.
- **NO STEEL CORE OR ARMOR PIERCING BULLETS ON STEEL TARGETS**
- **Maximum time of 240 seconds**



# Stage Equipment List

## Stage 1 — The Barn

- Lollipops 12

## Stage 2 — Pen

- Targets, single 2
- Non-threats 4
- Target stands 6

## Stage 3 — The City Limits

- Lollipops 8
- Poppers 2
- Clay flippers 2
- Clay targets 2 boxes
- Tables 1

## Stage 4 — The Wall

- Lollipops 3
- Targets, single 7
- Tables 1

## Stage 5 — The Gulch

- PT hostage target 1
- Lollipops 3
- Targets, single 3
- Target stands 3
- Auto poppers 2
- Table 1

## Stage 6 — Corral 1

- Lollipops 6
- Star 1
- Table 1

## Stage 7 — Corral 2

- Lollipops 3
- Targets, single 2
- Target stands 2
- Table 1
- Clays 2 boxes
- Barrels 1

## Stage 8 — The Back 40

- Rifle steel 2
- Targets, single 2
- Target stands 2
- Barricade 1

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## Total round count (minimum)

- Pistol 75 (5 stages)
- Rifle 62 (4 stages)
- Shotgun 51 bird, 3 slugs (4 stages)