

STAGE ONE KILL HOUSE

WEAPON RIFLE

ROUNDS 18

SCORING VICKERS

PROCEDURE

STRING 1 } At P₁ start with 9 rounds in rifle.

At BUZZER Hit tgts 1-6 with 3 rounds each

***** in *****

STAGE TWO BACKYARD

WEAPONS SHOTGUN & PISTOL

ROUNDS 10 BIRDSHOT 2 SLUGS 18 PISTOL

SCORING VICKERS

PROCEDURE } Loaded SHOTGUN on safe. Loaded Pistol in holster
STRING ONE } AT BUZZER, Hit S₁-S₃ with 2 rounds each

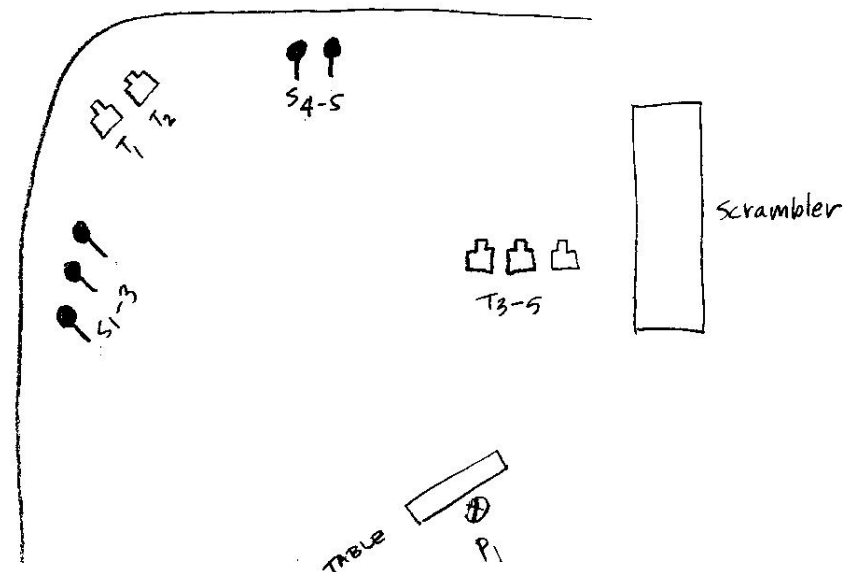
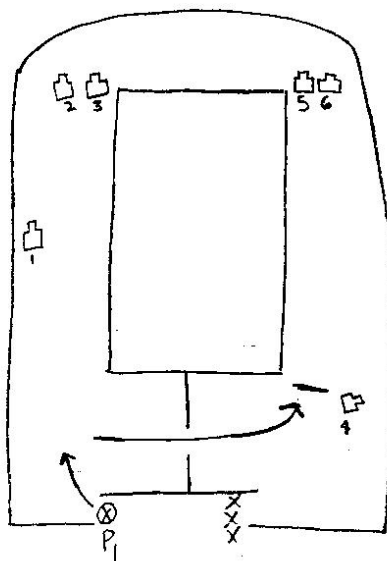
HIT T₁-T₂ WITH ONE SLUG EACH,

HIT S₄-S₅ WITH 2 rounds each, any order

Put shotgun on Table,

DRAW PISTOL & Hit T₃-5 WITH 6 rounds each

NOTE PROCEDURAL FOR HITTING T₁ or T₂ WITH BIRDSHOT!!



STAGE THREE CITY LIMITS

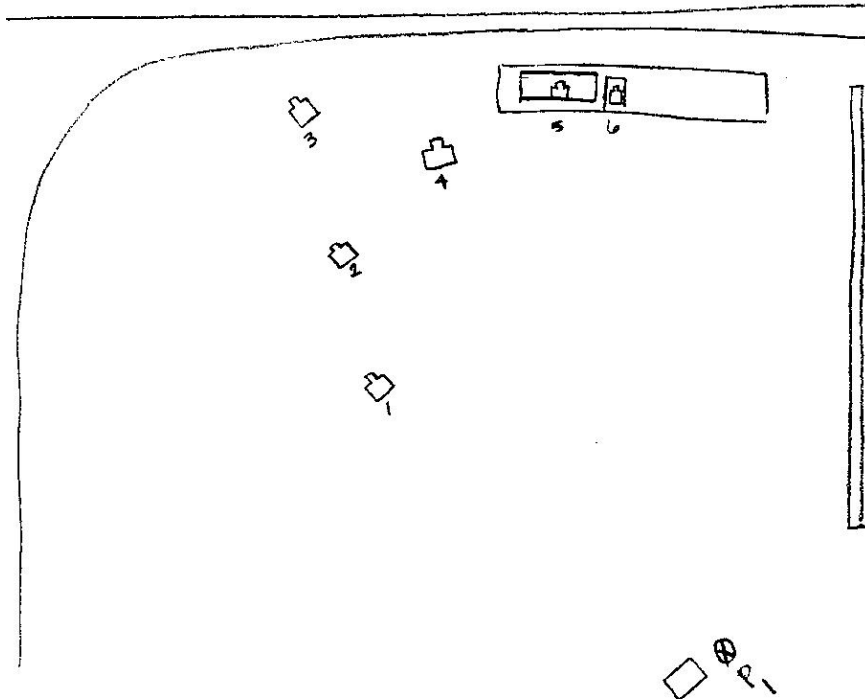
WEAPON RIFLE

ROUNDS 18

SCORING VICKERS

PROCEDURE } RIFLE LOADED ON SAFE. SHOOTER IS SITTING.
STRING ONE } POINTING RIFLE DOWNRANGE AT Tgts.

AT BUZZER, HIT T₁-T₆ WITH ONE SHOT EACH
TO THE HEAD, and 2 shots to the body.
in any order



STAGE FOUR THE WALL

WEAPON SHOTGUN & Pistol

ROUNDS 14 BIRDSHOT, 14 Pistol

SCORING VICKERS

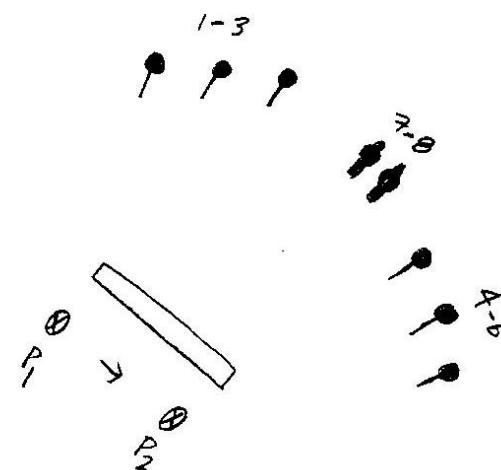
PROCEDURE } Load SG to division capacity. At P₁
STRING ONE } Hit 1-3 2 times each.

move to P₂

Hit 4-6 2 times each;

Knock down 7-8

string 2 Same, with pistol.



STAGE FIVE THE GULCH

WEAPONS RIFLE & SHOTGUN

ROUNDS 12 RIFLE 12 BIRDSHOT

SCORING VICKERS

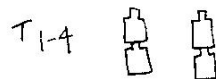
PROCEDURE) Load SHOTGUN TO DIVISION CAPACITY ON SAFE.
STRING 1 } Load RIFLE ON SAFE ON MAT

WITH SHOTGUN HIT S1-6 WITH 2 Rds each.

Lay SG on table, pointing downrange.

go prone on mat,

HIT T1-4 WITH 3 rounds each



STAGE SIX CORRAL ONE

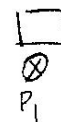
WEAPON PISTOL

ROUNDS 24

SCORING VICKERS

PROCEDURE AT BUZZER, HIT 4 PAPER IDPA'S & 2 STEELS
STRING 1 WITH 2 ROUNDS EACH ANY ORDER.

String 2 same



STAGE SEVEN Corral #2

WEAPON Rifle & Pistol

ROUNDS 10 Rifle 15 Pistol

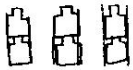
Scoring VICKERS

PROCEDURE } load rifle with 10 rounds only in Rifle.
STRING ONE } load pistol, safe, in holster.

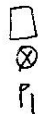
At BUZZER, Hit T₁-6 With 3 rounds each with rifle.

Put down rifle with muzzle downrange

draw pistol, Hit 7-11 With 3 rds each.



1-6



STAGE EIGHT BACK 40

WEAPON SHOTGUN & Rifle

ROUNDS 8 Birdshot 8 Rifle

Scoring VICKERS

PROCEDURE: load Rifle on safe on table at P₁.

Start with 8 Rounds Max. in Shotgun

Hit tgts 1-4 2 times each

Place SG on table pointing downrange
P/u rifle

Hit tgts 5-8 2 times each



5-8



1-4

