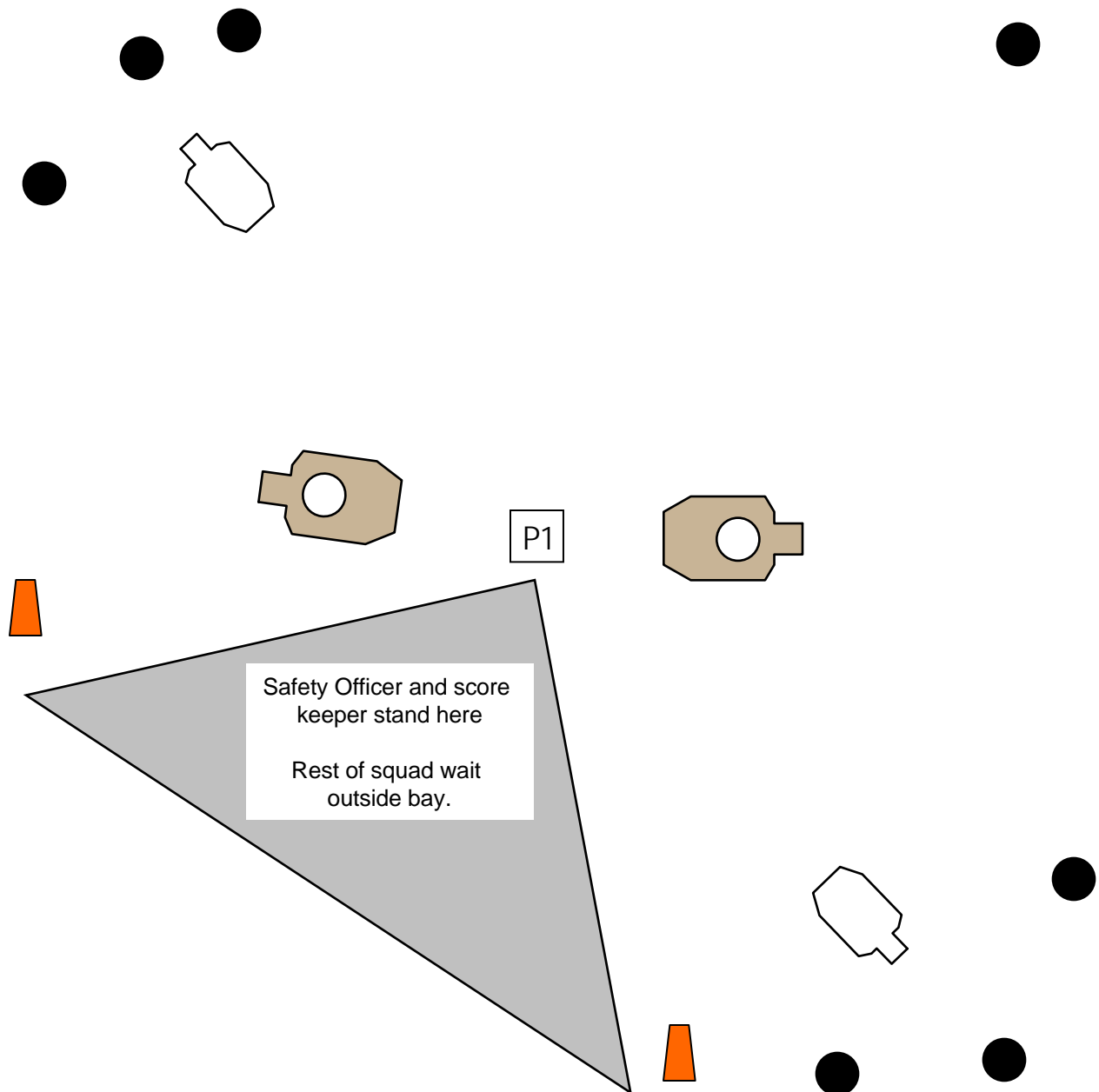


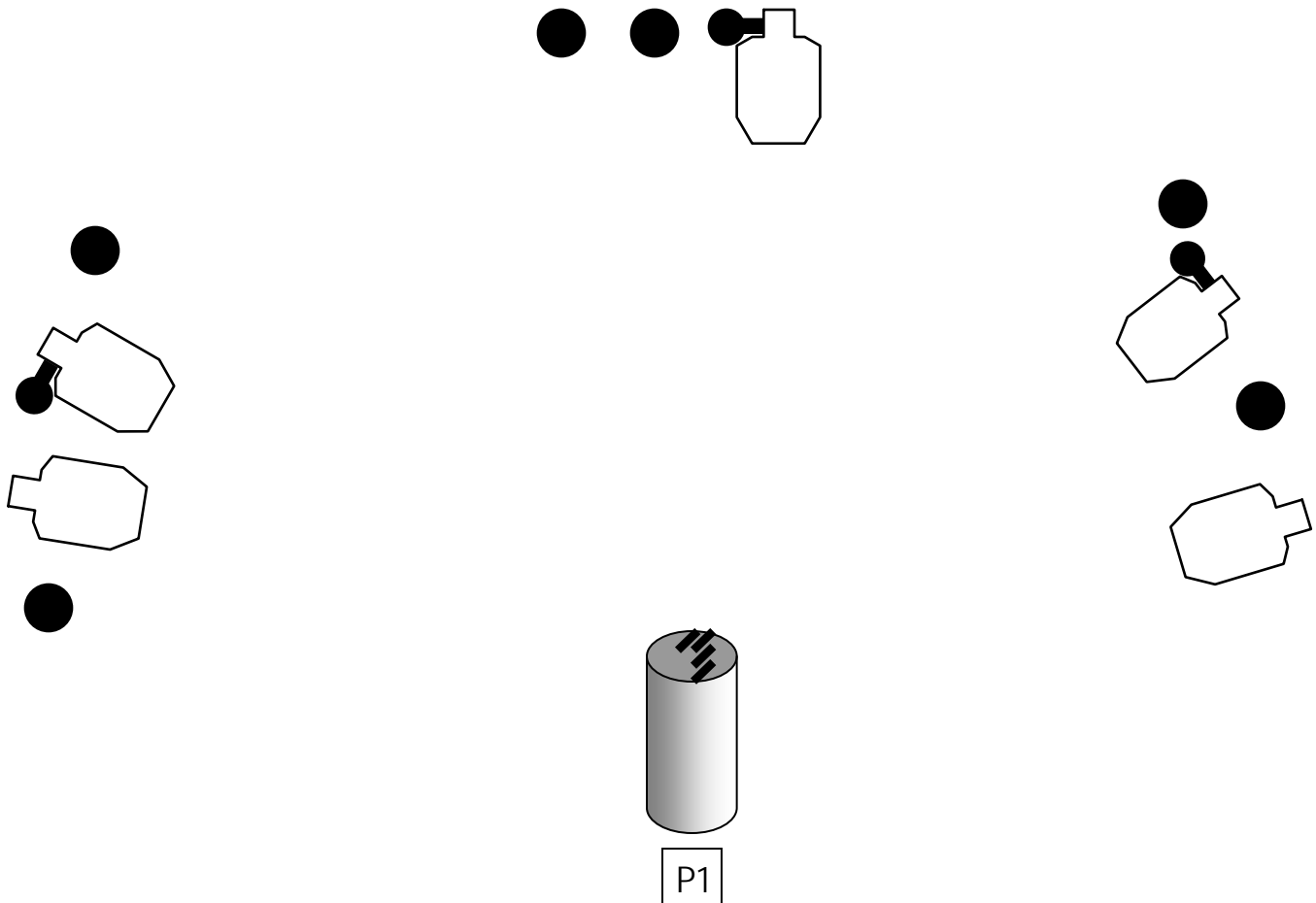
## Stage 1: Pit: Lunch at the 180° Grill

Scenario:	
Start Position:	•P1
Procedure:	<ul style="list-style-type: none"><li>•Engage the paper targets with two rounds each. Then</li><li>•Engage the steel targets with two rounds each, any order.</li><li>•Be very careful with your muzzle direction.</li></ul> <p>Safety Officers – Ask the shooter for their target order so you know what to expect.</p>
Scoring/Rounds:	Vickers, 22 rounds minimum



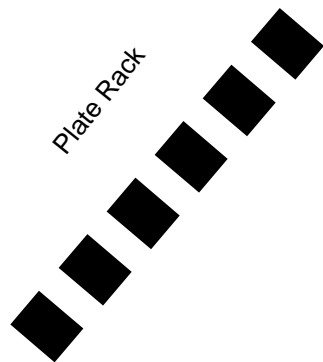
## Stage 2: Backyard: Spray-n-Pray

Scenario:	A typical Sunday at church.
Start Position:	•Standing at P1, unloaded gun in holster, all magazines on barrel
Procedure:	•Engage the three swinging head targets with one round each. Then •Engage the remaining targets in any order, 2 rounds each. This includes the torso targets that are holding the swinging heads. They are not “hostage takers” on this stage.
Scoring/Rounds:	Vickers, 25 rounds minimum

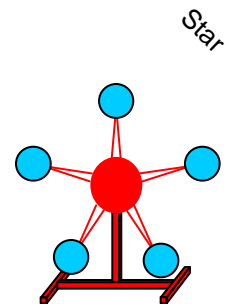
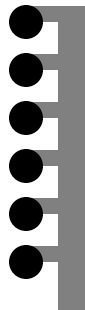


### Stage 3: City Limits: Nice Racktreestar

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>•Hit a plate on the plate rack, then hit a plate on the dueling tree, then hit a plate on the star. (Star plates must fall for center fire shooters.)</li><li>•Repeat in this order (rack, tree, star) until all plates have been hit once.</li><li>•SO – Help the shooter keep track of which targets have/haven't been hit on the rack and tree (if necessary).</li></ul>
Scoring/Rounds:	Vickers, 17 rounds minimum.



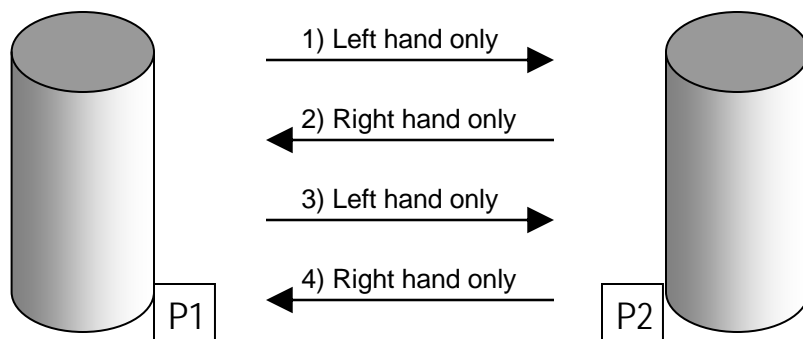
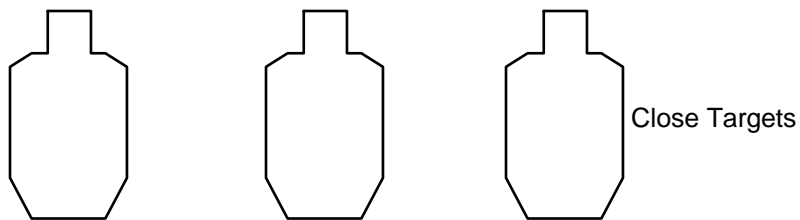
Dueling Tree



P1

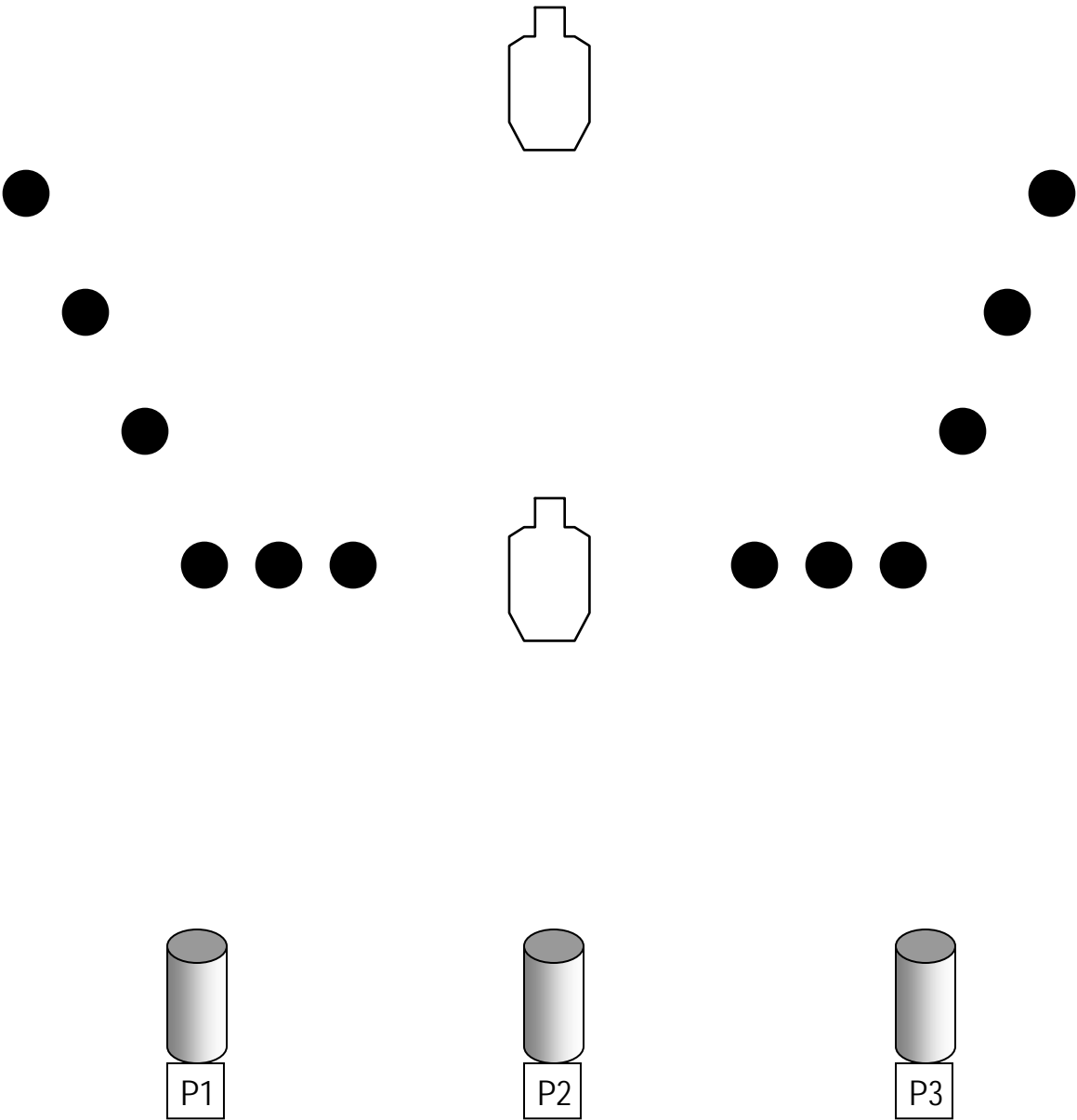
## Stage 4: Wall: Touch 'em All, Twice

Scenario:	
Start Position:	•P1, loaded gun in left hand at low ready, left foot touching barrel
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>•While between P1 and P2, engage each target with two rounds left hand only</li> <li>•Touch the barrel at P2 with your right hand.</li> <li>•While between P2 and P1, engage each target with two rounds right hand only.</li> <li>•Touch the barrel at P1 with your left hand.</li> <li>•While between P1 to P2, engage each target with two rounds left hand only</li> <li>•Touch the barrel at P2 with your right hand.</li> <li>•While between P2 to P1, engage each target with two rounds right hand only.</li> </ul> <p>•You may move while firing, but it is not required.</p> <p>•You may reload with both hands.</p>
Scoring/Rounds:	Vickers, 24 rounds minimum



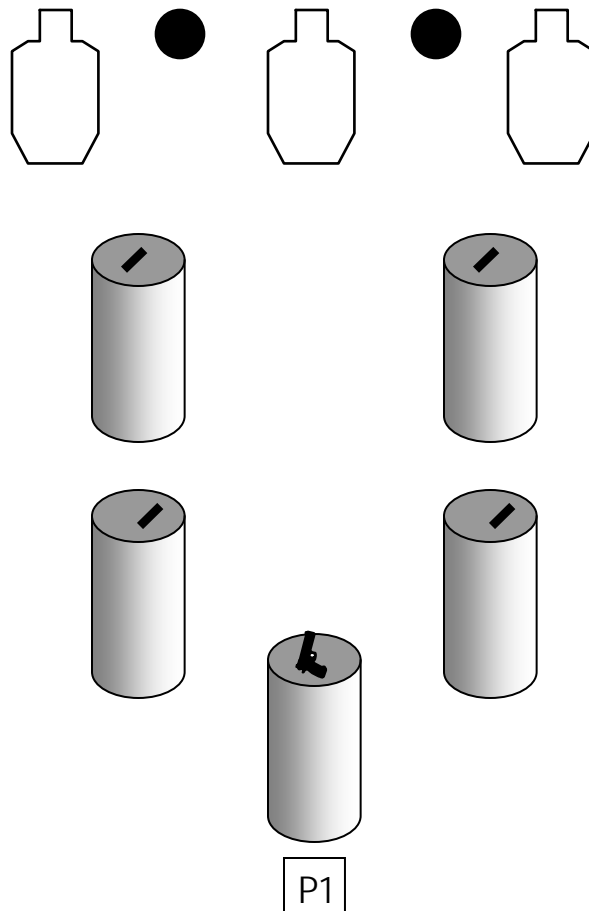
Stage 5: Gulch: Unnamed Generic Steel Stage

Scenario:	You find yourself heavily armed with multiple steel assailants. Kill them all.
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>•From P1 shoot the left 6 targets once each.</li><li>•From P2 shoot the two torso targets 3 times each</li><li>•From P3 shoot the right 6 targets once each</li><li>•Return to P2 and shoot the two torso targets three times each</li></ul>
Scoring/Rounds:	Vickers, 24 rounds minimum



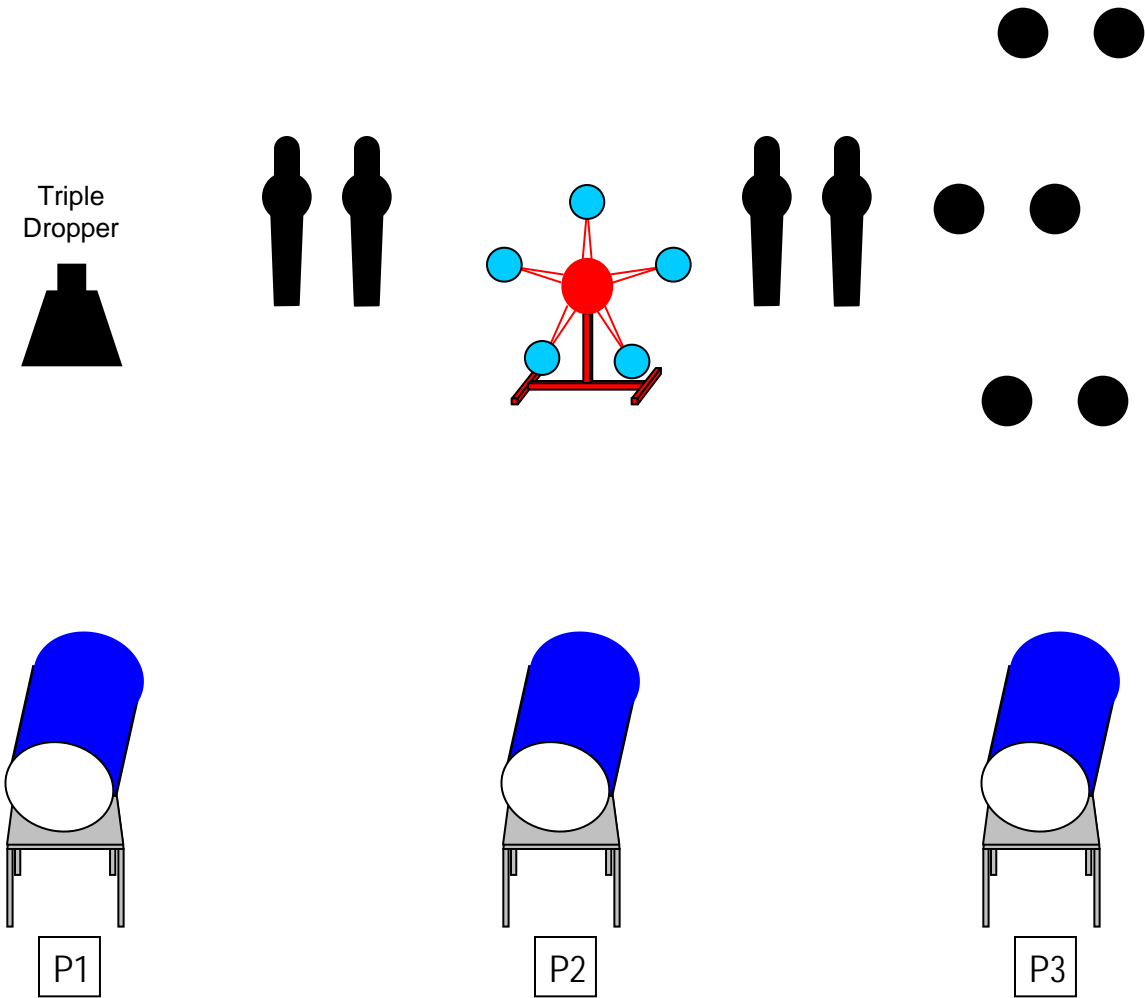
## Stage 6: Corral 1: Lost My Clip, Dude

Scenario:	You play a lot of video games and use the word “clip.” Let’s see if you can shoot a real gun.
Start Position:	<ul style="list-style-type: none"> <li>•Standing at P1, fingers interlaced on top of head.</li> <li>•Empty gun on barrel, slide down, hammer down, cylinder closed</li> <li>•4 mags with 6 rounds only on other barrels. No other ammunition allowed.</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•Engage each target with one round from each of the four “magazine barrels.” The magazine must be left on top of each barrel before you leave.</li> <li>•SO: If the shooter only has three mags, have them put 12 rounds in the third magazine. They must eject it at the third barrel, set it down, pick it up, set it down on the fourth barrel, then pick it up and insert it.</li> </ul> <p>Scorekeeper:</p> <ul style="list-style-type: none"> <li>•If the shooter leaves a barrel with a magazine, assess a 3 second procedural penalty. If they do it twice, two penalties, etc.</li> <li>•Each missed target gets assessed 5 points down. Do not assess FTN’s unless the particular target is never hit.</li> </ul>
Scoring/Rounds:	Vickers, 20 Rounds Minimum



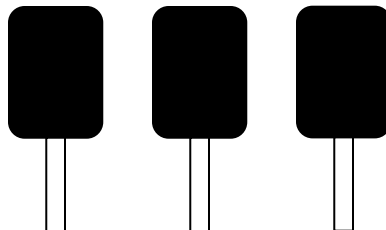
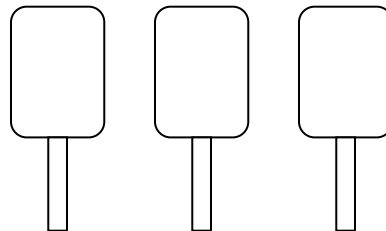
Stage 7: Corral 2: Barrels SUCK!!!

Scenario:	
Start Position:	P1, P3, or anywhere in between
Procedure:	<p>The shooter may pick their target order, so long as these requirements are followed:</p> <ul style="list-style-type: none"><li>•Engage the triple dropper through the left barrel until it is all the way down and the orange post is exposed at the top. This will likely take 3-5 hits. High hits are better.</li><li>•Knock all plates off the Texas star through the center barrel.</li><li>•Engage the 6 lollipop targets through the right barrel with one round each.</li><li>•Engage the 4 pepper poppers from any position between P1 and P3. Do not need to shoot through barrels.</li></ul>
Scoring/Rounds:	Vickers, 18 Rounds Minimum



## Stage 8: Corral 3: EI Presidential Stimulus

Scenario:	
Start Position:	Back to targets at P1 and P2
Procedure:	<ul style="list-style-type: none"> <li>•String 1 at P1: Turn, draw, engage white targets with two rounds each, reload, re-engage each white targets with two rounds each. If you do not miss any shots you will receive a 4 second deduction from your time.</li> <li>•String 2 at P2: Same as string 1 except fire at the black targets. The 4 second deduction for no misses applies to this string also. Don't forget to start back to targets.</li> <li>•Scorekeeper – Apply the 4 second deduction before writing the times down. For example, if their actual time for string 1 was 10.11 seconds and they had no misses, write down 6.11 on the score sheet.</li> </ul>
Scoring/Rounds:	Vickers, 24 Rounds Minimum



P2

P1