

## **Stage 1 – Rifle/Pistol**

### **Start position:**

- Standing in **Start Box**, rifle loaded and at low ready.
- Pistol empty with slide forward in pistol box on table.

### **At start signal:**

1. Move to **Shooting Area A**, with rifle engaged RT 1 through 14 and rifle clays 1 through 5. Ground rifle in safe condition in barrel.
2. Retrieve pistol and engage PT 1 through 4 and pistol steel 1 through 11 from port D only.

### **Note:**

- Rifle Targets 13 and 14 must be activated with bear trap prior to engaging.
- All pistol shots must be through port D.

**Total rounds: 34**

19 rifle

15 pistol

### **Targets:**

14 rifle paper

5 rifle clays

11 pistol steel

4 pistol paper

## **Stage 2 – Pistol/Shotgun**

### **Start position:**

- Standing in **Box A**, pistol loaded in holsters, hands relaxed at sides.
- Shotgun is loaded and staged in barrel.

### **At start signal:**

1. With pistol, engage PT 1 through 12 and Pistol Steel 1 through 8 from within shooting area only. Ground pistol in safe condition in pistol box on table.
2. Retrieve shotgun and from **Box B** engage shotgun slug steel 1 through 4 and shotgun slug paper 1, then engage shotgun plates 1 through 12 and shotgun clays 1 through 3 with birdshot only.

### **Note:**

- Shotgun clays 2 and 3 and shotgun slug paper 1 must be activated with bear trap prior to engaging.
- ROs will call hits on shotgun steel targets.

### **Total rounds: 40**

20 pistol

15 shotgun birdshot

5 shotgun slugs

### **Targets:**

12 pistol paper

8 pistol steel

4 shotgun slug steel

1 shotgun slug paper

12 shotgun birdshot steel

3 shotgun clays

## **Stage 3 – Rifle/Shotgun**

### **Start position:**

- Standing on **XX** on floating platform.
- Rifle and shotgun loaded and staged on table.

### **At start signal:**

1. Retrieve rifle and from floating platform engage rifle steel 1 through 6 and rifle paper 1 through 10 only. All rifle shots must pass through Port A. Ground rifle in safe condition on table.
2. Retrieve shotgun and from floating platform engage shotgun steel 1 through 13 and shotgun clays 1 through 8 only.

### **Note:**

- All parts of your body must remain on top of the floating platform shooting area. You are not allowed to touch the ground or any of the platform supports while engaging any targets.
- ROs will call hits on rifle steel 1 through 6.
- No shoot shotgun pepper popper between shotgun pepper popper 12 and 13 must be knocked down to incur a no shoot penalty.

### **Total rounds: 37**

16 rifle

21 shotgun bird shot

### **Targets:**

10 rifle paper

6 rifle steel

13 shotgun steel

8 shotgun clays

## **Stage 4 – Pistol/shotgun**

### **Start position:**

- Standing in pistol area facing downrange with heels of both feet on **XX's**.
- Pistol loaded and holstered, shotgun is loaded and staged on table.

### **At start signal:**

1. From pistol shooting area only, engage pistol steel 1 through 8 and pistol targets 1 through 10. Ground pistol in barrel.
2. From shotgun shooting area, engage shotgun steel 1 through 16 and clays 1 through 4.

### **Note:**

- Door must be closed at start.
- Pistol steel 1 and 2 (MGM spinner) must be turned 360 degrees to score. Failure to complete 360 rotation results in four (4) 15 second penalties for a total of 60 seconds.
- RO will call hits on shotgun flying clays and MGM spinner 360 rotations.

### **Total rounds: 38**

18 pistol

20 shotgun birdshot

### **Targets:**

10 pistol paper

8 pistol steel

16 shotgun steel

4 shotgun clays

## **Stage – 5 Rifle/Shotgun**

### **Start position:**

- Rifle loaded on safe with muzzle inside Port A.
- Shotgun is loaded and staged in barrel.

### **At signal:**

- From **Shooting Area A** through port A, engage rifle steel RS 1 through 4, rifle steel 15 and 16 and rifle shotgun steel 1 through 4 only.
- From port B, engage rifle steel RS 5 through 14 only. From **Shooting Area B**, reengage rifle steel RS 1 through 4, RS 15 and 16, rifle shotgun steel 1 through 4 only. Ground rifle in safe condition in rifle barrel.
- From **Shooting Area C** with shotgun, engage rifle shotgun steel 1 through 4, with slugs only. While still in shooting area C, with shotgun bird shot engage shotgun steel 1 through 6 and shotgun clays 1 through 9 only.

### **Note:**

- All rifle shots from **Shooting Area B** must have a part of the rifle touching the shooting post. Failure to have a part of the rifle touching the post will result in a procedural for each target engaged with a maximum of 10 procedurals.
- ROs will call hits on resetting steel and flasher targets.

### **Total rounds: 49**

30 rifle

15 shotgun bird shot

4 shotgun slugs

### **Targets:**

10 rifle steel plates 3–inch

4 steel self resetting MGM mini poppers

2 R&R Racing self resetting flashers

2 steel flashers

2 steel lollipops

9 shotgun clay plates

6 shotgun steel

4 shotgun slug targets

## **Stage – 6 Rifle/Shotgun**

### **Start position:**

- Standing in **Box A**, rifle loaded at low ready.
- Shotgun is loaded and staged on table.

### **At start signal:**

1. From **Box A** engage rifle shotgun steel RSS 1 and 2 only. Enter house through door C and engage rifle steel RS 1, RS 2 through 6 and rifle paper 1 through 11 only. Ground rifle in safe condition in barrel.
2. With shotgun from **Box B** engage rifle shotgun steel RSS 1 and 2 with slugs only. From within house hallway engage shotgun steel SS 7 through 10, shotgun clays 1 through 4 and shotgun steel 11 through 18 only. From doorway behind fault line engage shotgun plate racks steel 1 through 6 only.

### **Note:**

- All shots not required from shooting boxes must be taken from inside the house.
- Rifle target 1 must be activated by rifle steel 1 prior to engagement.
- ROs or spotter will call hits on rifle shotgun steel RSS 1 and 2 and shotgun flying clays.

### **Total rounds:**

19 rifle

22 shotgun birdshot

2 shotgun slugs

### **Targets:**

6 rifle steel

11 rifle USPSA mini targets

14 shotgun steel

4 shotgun clays

2 rifle shotgun self resetting steel

## **Stage 7 – Rifle**

### **Start position:**

- Standing in **Box A**, rifle loaded at low ready.

### **At start signal:**

- Engage T1 through 8 while moving to **Shooting Position B**. From **Shooting Position B** engage rifle steel 1 through 10 and flashers 1 through 4 only, while keeping 100% of your body on the roof. No part of your body may touch the roof supports or the ground while shooting.
- From **Position C**, reengage rifle steel 1 through 4 and flasher 1 through 4 only. Any part of the rifle must be in contact with spool while engaging targets.

### **Note:**

- ROs will call hits on flashers and MGM mini poppers

### **Total rounds: 22**

Targets 8 USPSA mini targets

### **Targets:**

6 steel plate rack

4 flashers

4 MGM mini poppers