

STAGE 1  
29 ROUNDS

|  
STAGOLE STICK

18-JUL-2026

# **STAGE 1, 29 ROUNDS, 18-JUL-2026**

## **SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE**

## **SHOOT OTHER TARGETS ONCE**

Shoot red targets, shoot white targets, shoot blue targets

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

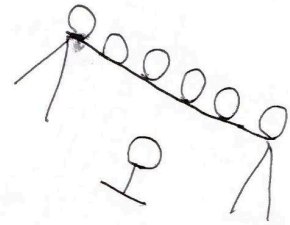
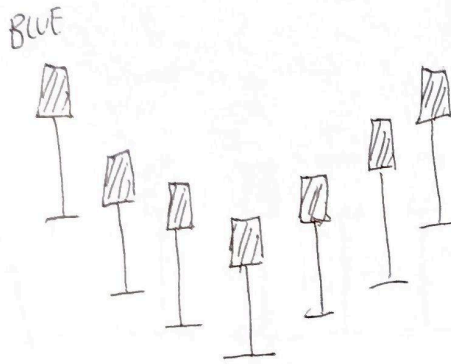
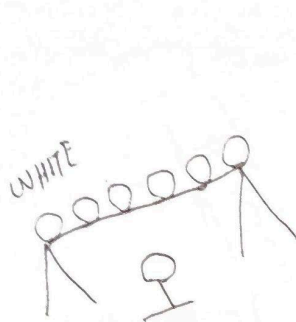
PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

If you miss a target, you may not make it up after you hit a target in a different colored array.

Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer.

Teardown: move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.



STAGE 2  
28 ROUNDS  
BLUE, WHITE

# **STAGE 2, 28 ROUNDS, 18-JUL-2026**

## **SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE**

## **SHOOT OTHER TARGETS ONCE**

Shoot blue targets, shoot white targets

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

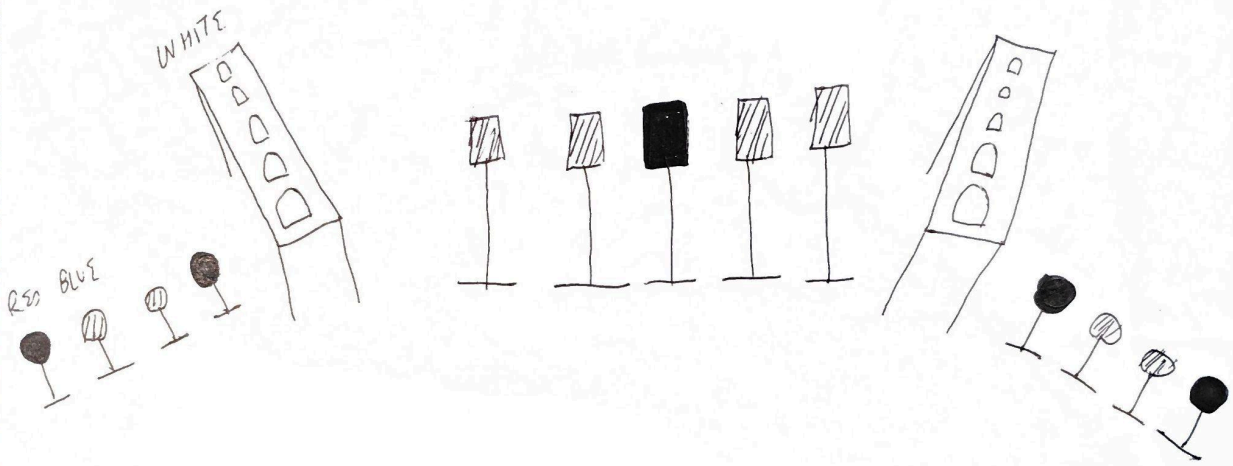
PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

If you miss a target, you may not make it up after you hit a target in a different colored array.

Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer.

Teardown: move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.



STAGE 3  
WHITE, RED BLUE  
28 ROUNDS

# **STAGE 3, 29 ROUNDS, 18-JUL-2026**

## **SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE**

## **SHOOT OTHER TARGETS ONCE**

Shoot white targets, shoot red targets, shoot blue targets

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

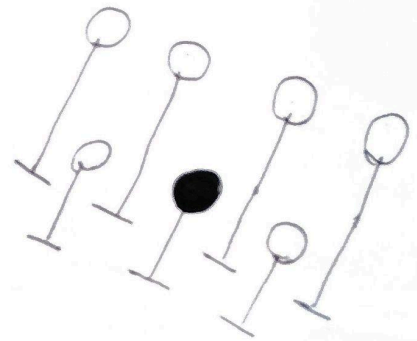
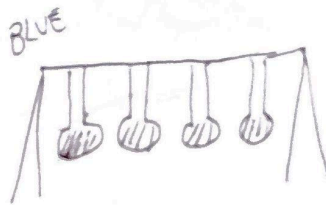
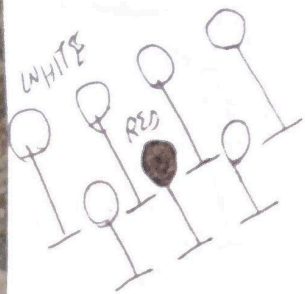
PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

If you miss a target, you may not make it up after you hit a target in a different colored array.

Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer.

Teardown: move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.



STAGE 4  
RED, WHITE, BLUE, WHITE  
30 ROUNDS

# **STAGE 4, 30 ROUNDS, 18-JUL-2026**

**SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE  
SHOOT OTHER TARGETS ONCE**

Shoot red targets, shoot white targets, shoot blue targets shoot white targets again

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

If you miss a target, you may not make it up after you hit a target in a different colored array.

Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

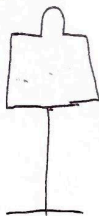
Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer.

Teardown: move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.

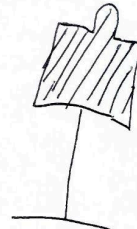
RED



WHITE



BLUE



STAGE 5

30 ROWS

RED, WHITE, BLUE x5

# **STAGE 5, 30 ROUNDS, 18-JUL-2026**

## **SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE**

### **SHOOT OTHER TARGETS ONCE**

Shoot red targets, shoot white targets, shoot blue targets

Repeat four times

**PISTOL SHOOTERS MUST RELOAD**

Pistol start: wrists below belt.

PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

If you miss a target, you may not make it up after you hit a target in a different colored array.

Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer.

Teardown: move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.