

STAGE 1 28 ROUNDS
WHITE, BLUE, RED

STAGE 1, 28 ROUNDS, 02-JUL-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE

SHOOT OTHER TARGETS ONCE

Shoot white targets, shoot blue targets, shoot red targets

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

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

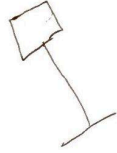
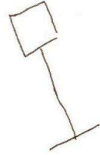
If you miss a target, you may not make it up after you hit a target in a different colored array.

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.

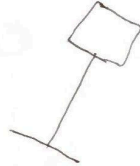
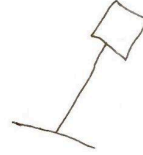
WHITE



BLUE



RED



STAGE 2
30 ROUNDS
WHITE, BLUE
WHITE, BLUE
WHITE, BLUE
RED

STAGE 2, 30 ROUNDS, 02-JUL-2026

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

Shoot white targets, shoot blue target

Shoot white targets, shoot blue target again

Shoot white targets, shoot blue target again

Shoot red targets

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

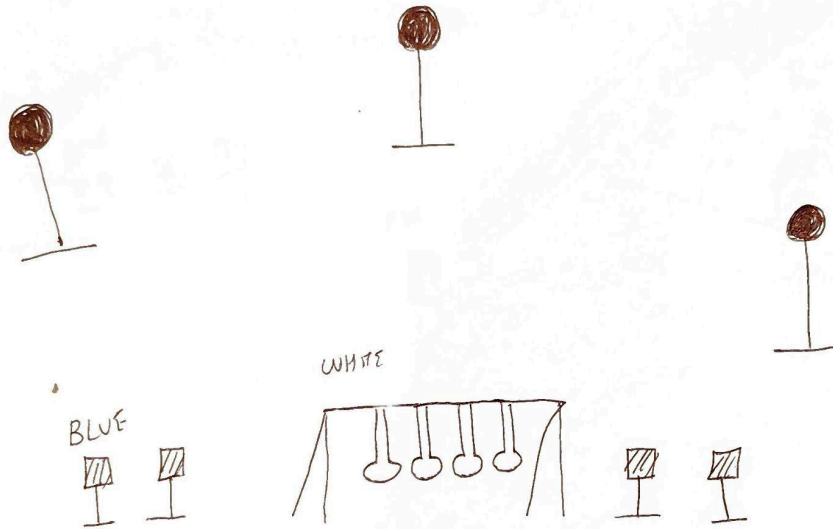
PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

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 29 ROUNDS
WHITE, RED
WHITE, RED
WHITE, RED
BLUE

STAGE 3, 29 ROUNDS, 02-JUL-2026

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

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

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.

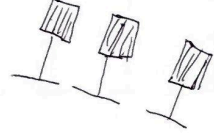
WHITE



BLUE



RED



STAGE 4
30 ROUNDS
WHITE, BLUE, RED
WHITE, BLUE, RED

STAGE 4, 30 ROUNDS, 02-JUL-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE

SHOOT OTHER TARGETS ONCE

Shoot white targets, shoot blue targets, shoot red target

Shoot white targets, shoot blue targets, shoot red target

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

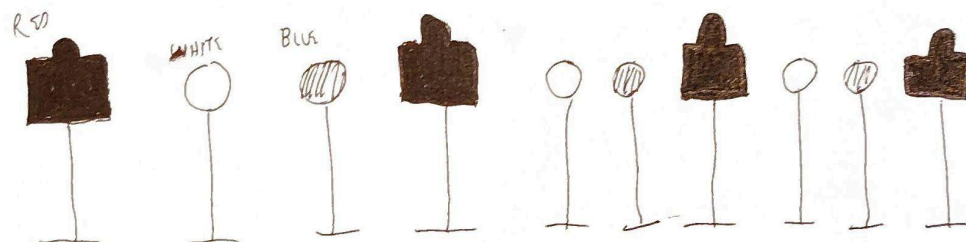
PCC start: muzzle aimed downrange, safety off, finger outside trigger guard.

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.



STATE 5

28 ROUNDS

R 00	WHITE	BLUE
R 01	WHITE	BLUE

STAGE 5, 28 ROUNDS, 02-JUL-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE

SHOOT OTHER TARGETS ONCE

Shoot red targets, shoot white targets, shoot blue targets

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

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.