



STAGE 1 - 27 ROUNDS

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

Shoot white targets

Shoot red targets

Shoot white targets

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

PCC shooters start with muzzle pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

Shots on colors shot out of sequence do not count.

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.



STAGE 2 - 28 ROUNDS

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

Shoot orange targets

Shoot blue targets

Shoot white targets

Optional for pistols: shoot the six targets on the plate rack with one hand on the gun to have 3 seconds deducted from your time.

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

PCC shooters start with muzzle pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

Shots on colors shot out of sequence do not count.

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.



STAGE 3 - 29 ROUNDS

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE

SHOOT ALL OTHER TARGETS ONCE

Shoot green targets

Shoot blue targets

Shoot white targets

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

PCC shooters start with muzzle pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

Shots on colors shot out of sequence do not count.

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.



STAGE 4 - 23 ROUNDS

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

Shoot orange targets

Shoot black targets

Shoot white targets

TEAR DOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

PCC shooters start with muzzle pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

Shots on colors shot out of sequence do not count.

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.



STAGE 5 - 28/29 ROUNDS

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

Shoot red targets

Shoot white targets

Shoot blue targets

Optional for PCC's: Hit the orange target during the course of fire to have 3 seconds deducted from your time. Maximum bonus is three seconds.

TEAR DOWN

Leave everything in place

Pistol shooters start with wrists below their belt.

PCC shooters start with muzzle pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

Shots on colors shot out of sequence do not count.

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.