



STAGE 1 - 28 ROUNDS

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

Shoot red targets, shoot white targets, shoot blue targets

Shoot red targets again, shoot white targets again

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.

Pistol shooters start with wrists below their belt.

PCC shooters start with their muzzle aimed downrange. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, 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.



STAGE 2 - 31 ROUNDS

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

Shoot white targets, shoot blue targets, shoot green targets
Shoot blue targets again

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.

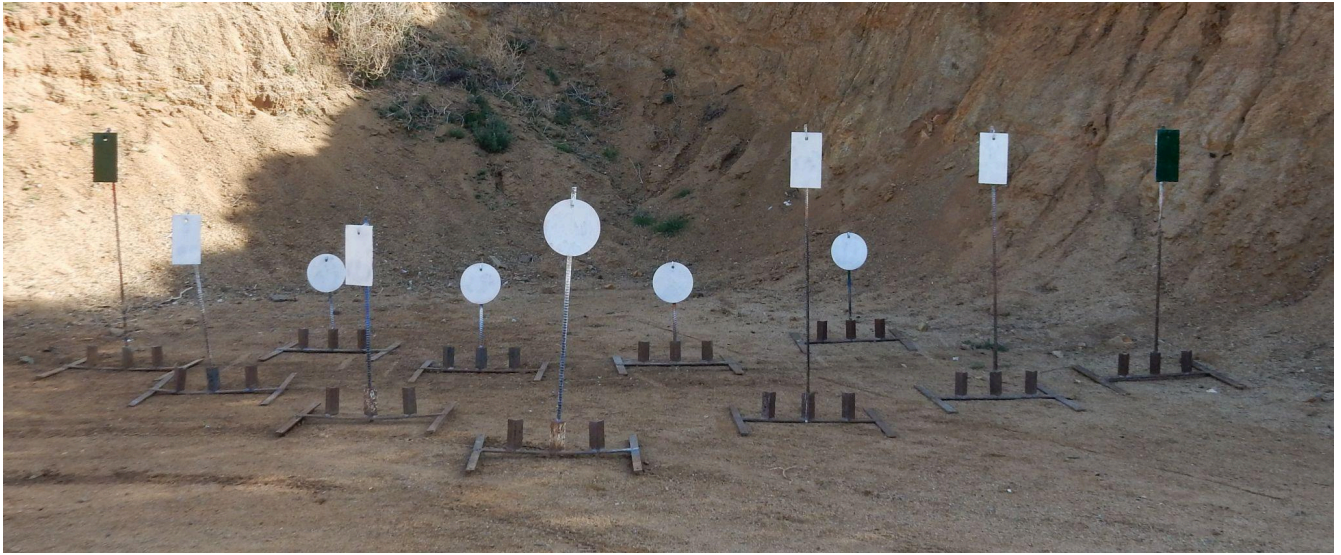
Pistol shooters start with wrists below their belt.

PCC shooters start with their muzzle aimed downrange. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, 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.



STAGE 3 - 30 ROUNDS

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

Shoot shoot white targets, shoot green targets
Shoot white targets again

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box. Place rectangular plates together and round plates together.

Pistol shooters start with wrists below their belt.

PCC shooters start with their muzzle aimed downrange. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, 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.



STAGE 4 - 28 ROUNDS

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

Shoot white targets left to right

Shoot white targets right to left

Shoot white targets left to right again

Shoot orange target

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEAR DOWN

Move targets and stands near berm behind shooting box Place rectangular plates together and round plates together.

Pistol shooters start with wrists below their belt.

PCC shooters start with their muzzle aimed downrange. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, 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.



STAGE 5 - 30 ROUNDS

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

Shoot 3 red targets, shoot white targets

Shoot 3 remaining red targets, shoot white targets again

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEAR DOWN

Leave everything in place

Pistol shooters start with wrists below their belt.

PCC shooters start with their muzzle aimed downrange. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, 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.