

STAGE 1

WHITE



BLUE



STAGE 1, 30 ROUNDS, 20-JUN-2026

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

Shoot blue 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.

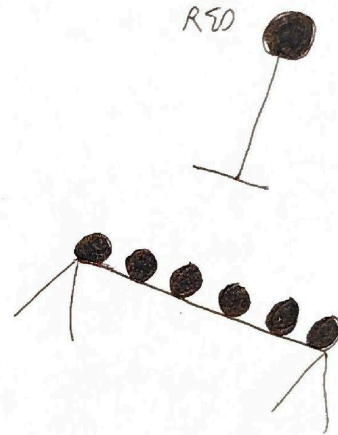
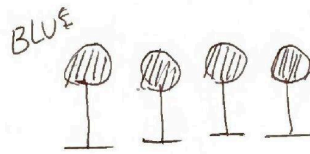
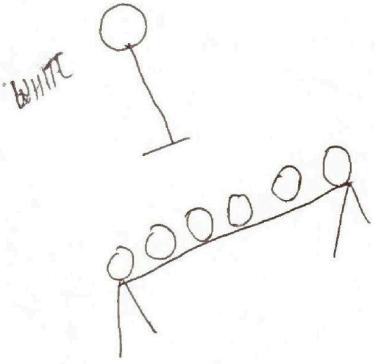
If you miss a target, you may not make it up after you hit a target in a different colored array.

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.

STAGE 2



STAGE 2, 28 ROUNDS, 20-JUN-2026

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

Plates on racks are numbered 1 through 6, left to right

Shoot white target, shoot white plate 1, repeat for white plates 2 through 6

Shoot red target, shoot red plate 1, repeat for red plates 2 through 6

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.

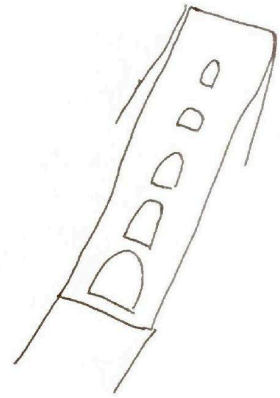
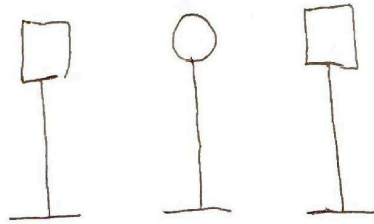
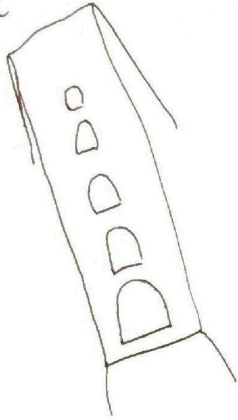
Hits on reactive targets that do not fall count. Shooters may request a reshoot after the target is recalibrated.

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 3

WHITE



STAGE 3, 30 ROUNDS, 20-JUN-2026

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

Shoot white targets

Two strings

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

WHITE



RED



STAGE 4, 30 ROUNDS, 20-JUN-2026

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

Shoot red targets left to right, shoot white targets left to right

Shoot red targets right to left, shoot white targets right to left

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

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

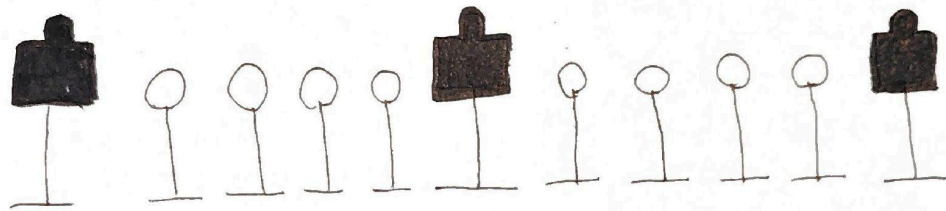
If you miss a target, you may not make it up after you hit a target in a different colored array.

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 5



STAGE 5, 28 ROUNDS, 20-JUN-2026

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

Shoot red targets, shoot white targets

Shoot red targets, shoot white 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.