



STAGE 1 - 28 ROUNDS

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

Shoot white targets, shoot red targets

Shoot white targets, shoot red targets

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

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

If you miss a target in an array, you may not make up the miss 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 - 30 ROUNDS

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

Shoot white targets

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

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

If you miss a target in an array, you may not make up the miss 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 red target, shoot white targets, shoot blue targets

Shoot red target, shoot white targets, shoot blue targets

Shoot red target, shoot white targets, shoot blue targets

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEARDOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

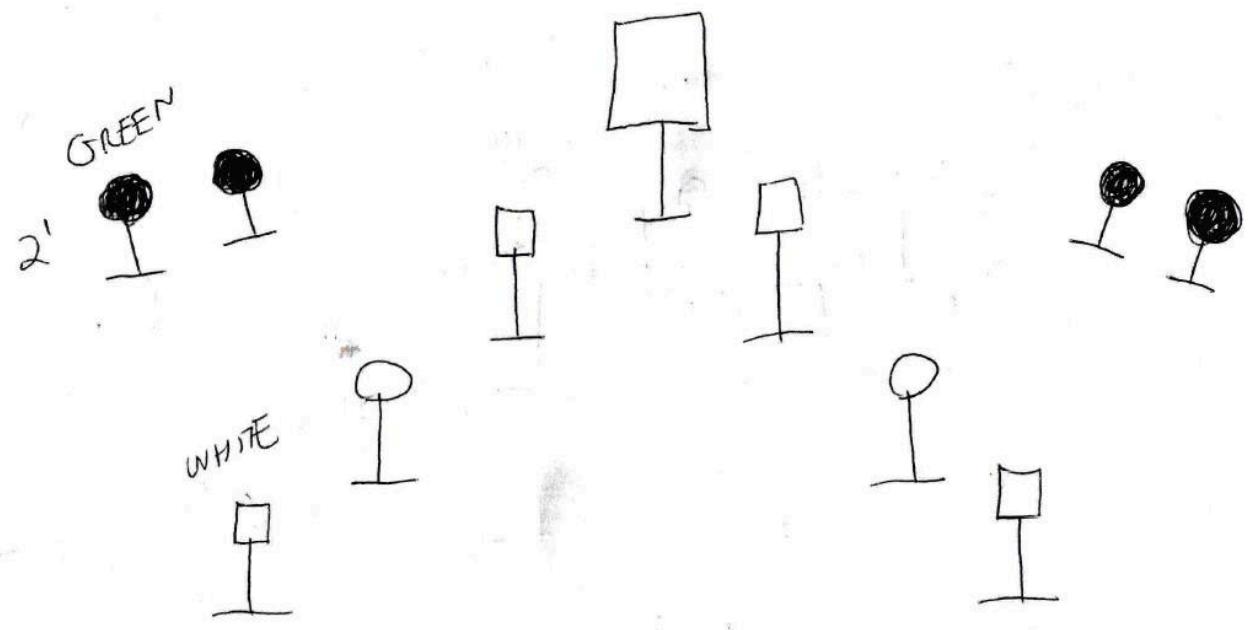
PCC shooters start with their muzzle pointed at the designated aiming point.

Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, you may not make up the miss 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, shoot green targets, shoot white targets again

PISTOL SHOOTERS MUST RELOAD ONCE DURING THIS STAGE

TEAR DOWN

Move targets and stands near berm behind shooting box

Pistol shooters start with wrists below their belt.

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

If you miss a target in an array, you may not make up the miss 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 - 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, shoot white targets

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 pointed at the designated aiming point. Safety may be off, finger must be outside trigger guard.

If you miss a target in an array, you may not make up the miss 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.