

STAGE 1, 25 ROUNDS, 19-SEP-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE
SHOOT OTHER TARGETS ONCE

Starting anywhere from within the orange limit lines, shoot white targets.

Shoot only around barriers or through windows on barriers. Treat orange mesh as hard cover.

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: leave everything in place.



STAGE 2, 29 ROUNDS, 19-SEP-2026

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

Shoot red targets straddling red stick

Shoot white targets straddling white stick

Shoot red targets straddling red stick 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 the berm. Place rectangular plates together and round plates together.



STAGE 3, 30 ROUNDS, 19-SEP-2026

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

Shoot blue targets straddling blue stick

Shoot red targets straddling red stick

Shoot blue targets straddling blue stick again

Shoot white targets straddling white stick

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 the berm. Place rectangular plates together and round plates together.



STAGE 4, 30 ROUNDS, 19-SEP-2026

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

Shoot red targets straddling red stick

Shoot blue targets straddling blue stick

Shoot white targets straddling white stick

Shoot red targets straddling red stick again

Shoot blue targets straddling blue stick 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 the berm. Place rectangular plates together and round plates together.



STAGE 5, 28 ROUNDS, 19-SEP-2026

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

Shoot white targets left to right straddling white stick

Shoot white targets left to right straddling white stick 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: leave everything in place