

STAGE 1, 32 ROUNDS, 21-NOV-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 blue targets from behind fault line
PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: bottom of buttstock touching belt, 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, 30 ROUNDS, 21-NOV-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE
SHOOT OTHER TARGETS ONCE

Shoot red targets Shoot blue targets Shoot white targets Shoot blue targets again PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: bottom of buttstock touching belt, 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, 28 ROUNDS, 21-NOV-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE
SHOOT OTHER TARGETS ONCE

Shoot red targets
Shoot white targets
Shoot blue targets
Shoot red targets again
Shoot white targets again
Shoot blue targets again

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: bottom of buttstock touching belt, 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, 32 ROUNDS, 21-NOV-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE
SHOOT OTHER TARGETS ONCE

Shoot white targets straddling white stick Shoot red targets straddling red stick Shoot white targets straddling white stick PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: bottom of buttstock touching belt, 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, 32 ROUNDS, 21-NOV-2026

SHOOT TARGETS WITH 90 DEGREE CORNERS TWICE
SHOOT OTHER TARGETS ONCE

Shoot white targets straddling white stick left to right

Shoot white targets straddling white stick left to right again

PISTOL SHOOTERS MUST RELOAD ONCE

Pistol start: wrists below belt.

PCC start: bottom of buttstock touching belt, 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