



STAGE 1 - 23 ROUNDS

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

Shoot white targets

TEARDOWN

Move steel targets to orange shipping container on bay 10

Pistol shooters start with their wrists below their belt

PCC shooters start with muzzle pointed at a designated aiming point - safety may be off, finger must be outside trigger guard

If you hit a reactive target and it does not fall, that hit counts and you may move to the next target. The Range Officer will recalibrate problem targets after you shoot and you may request a reshoot.

This match has no failure to engage penalties

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer



STAGE 2 - 28 ROUNDS

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

Shoot blue targets

Shoot white targets

Shoot red targets

Misses on previously specified color targets may not be made up

TEARDOWN

No teardown

Pistol shooters start with their wrists below their belt

PCC shooters start with muzzle pointed at a designated aiming point - safety may be off, finger must be outside trigger guard

If you hit a reactive target and it does not fall, that hit counts and you may move to the next target. The Range Officer will recalibrate problem targets after you shoot and you may request a reshoot.

This match has no failure to engage penalties

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer



STAGE 3 - 25 ROUNDS

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

Shoot black target

Shoot white targets

Shoot green targets

TEARDOWN

Leave five targets with wood uprights in place, move only targets, uprights and stands near berm behind shooting box

Pistol shooters start with their wrists below their belt

PCC shooters start with muzzle pointed at a designated aiming point - safety may be off, finger must be outside trigger guard

If you hit a reactive target and it does not fall, that hit counts and you may move to the next target. The Range Officer will recalibrate problem targets after you shoot and you may request a reshoot.

This match has no failure to engage penalties

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer



STAGE 4 - 29 ROUNDS

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

Shoot black targets

Shoot white targets

Misses on previously specified color targets may not be made up

TEAR DOWN

Leave five targets with wood uprights in place, move everything else to the berms behind shooting box

Pistol shooters start with their wrists below their belt

PCC shooters start with muzzle pointed at a designated aiming point - safety may be off, finger must be outside trigger guard

If you hit a reactive target and it does not fall, that hit counts and you may move to the next target. The Range Officer will recalibrate problem targets after you shoot and you may request a reshoot.

This match has no failure to engage penalties

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 black targets
Shoot a white target

Shoot blue targets
Shoot another white target

Shoot black targets
Shoot another white target

Shoot blue targets
Shoot another white target

Shoot black targets
Shoot remaining white target

TEAR DOWN

Leave everything in place

Pistol shooters start with their wrists below their belt

PCC shooters start with muzzle pointed at a designated aiming point - safety may be off, finger must be outside trigger guard

If you hit a reactive target and it does not fall, that hit counts and you may move to the next target. The Range Officer will recalibrate problem targets after you shoot and you may request a reshoot.

This match has no failure to engage penalties

Shooters have 60 seconds to complete this stage and must stop shooting after the second beep of the timer