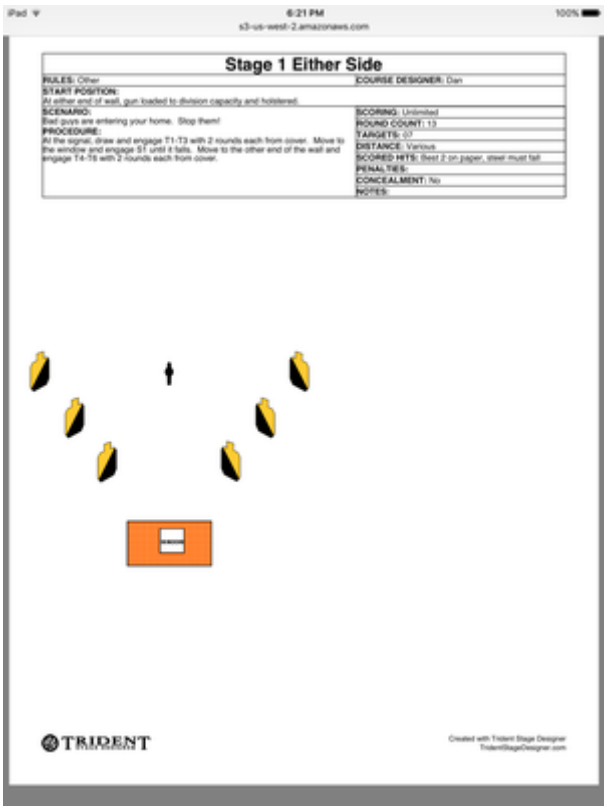


# 1. Stage 1



Scoring	Unlimited	Firearm	Handgun	Rounds	13
Targets	6 paper, 1 popper,	Total	7 targets	Strings	1

Scenario & Procedure	
Start pos	Gun loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety	L/R
Setup	

## 2. Stage 2



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper,		Total	6 targets	Strings
Scenario & Procedure					
	Start pos	Gun loaded & holstered			
	Start on	Audible signal			
	Stop on	Last shot			
	Penalties	As per current edition of rules			
	Safety	L/R			
	Setup				

### 3. Stage 3

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Stage 3 Forth and Back

RULES: Other

COURSE DESIGNER: Dan

START POSITION:

All P1 gun loaded to division capacity and holstered.

SCENARIO:

Forth and Back

PROCEDURE:

At the signal, draw and engage T1-T6 with 1 round each while moving to P2. At P2 engage T5-T1 with 1 round each while moving back to P1. Stage is limited to 12 rounds fired. Any additional rounds is a procedural. Barnes are considered over for retail purposes!

SCORING: Limited

ROUND COUNT: 12

TARGETS: 06

DISTANCE: 13 yards

SCORED HTS: 2 best of paper

PENALTIES:

CONCEALMENT: No

NOTES:

P1

P2

TRIDENT

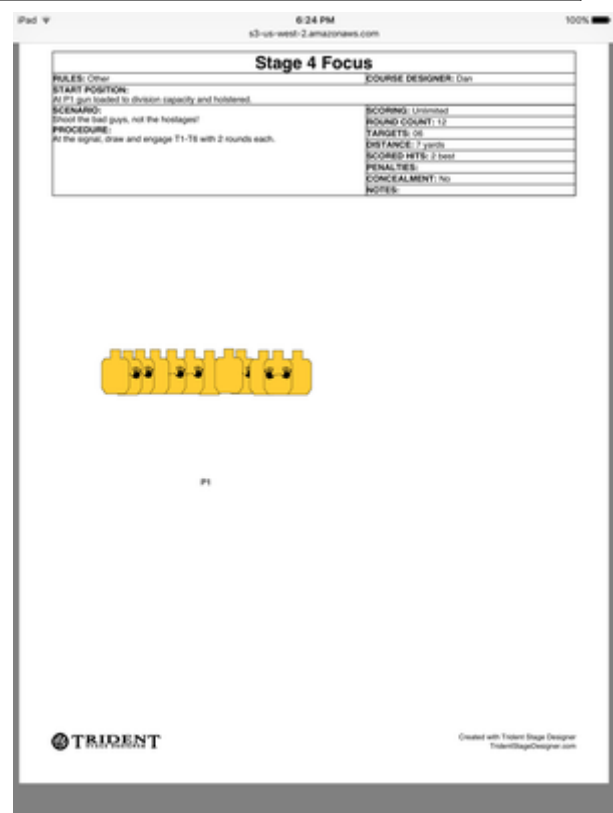
Created with Trident Stage Designer

TridentStageDesigner.com

Scoring	Limited	Firearm	Handgun	Rounds	12
Targets	6 paper, 2 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

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# 4. Stage 4



Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	6 paper, 6 no-shoot	Total	6 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

# 5. Stage 5

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Stage 5 Little Guy Big Guy

RULES: Other

COURSE DESIGNER: Dan

START POSITION:

At P1 gun loaded to division capacity and holstered.

SCENARIO:

At the signal, draw and engage T1-T4 and S1-S4 in any order. 2 rounds each on paper, steel until it falls.

PROCEDURE:

At the signal, draw and engage T1-T4 and S1-S4 in any order. 2 rounds each on paper, steel until it falls.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 08

DISTANCE: 11 yds

SCORED HITS: 2 best on paper, steel must fall.

PENALTIES:

CONCEALMENT: No

NOTES:

P1

TRIDENT

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Scoring	Unlimited	Firearm	Handgun	Rounds	12
Targets	4 paper, 4 popper,	Total	8 targets	Strings	1
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

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