

1. Distance Standards

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Scoring	Unlimited	Firearm	Rifle	Rounds	26
Targets	4 paper, 3 plates,	Total	7 targets	Strings	1
Scenario & Procedure	Scenario Standards Different Distance Stage Procedure From A engage Steel1 with 6 rounds from cover, 3 rounds left side, 3 rounds right side, Then while moving to B engage T1-T2 with 2 rounds each, while moving, Then from B using low cover, engage Steel2 with 3 rounds from left side and 3 rounds from right side, Then while moving to C, engage T3-T4 on the move, Then from C engage Steel3 with 6 rounds Prone				
Start pos	Start at A, rifle patrol ready, loaded with 6 rounds				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. STAGE 2 Just got Back

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Scoring	Unlimited	Firearm	Handgun, Shotgun, Rifle	Rounds	38
Targets	12 paper, 1 frangible, 6 no-shoot	Total	13 targets	Strings	1
Scenario & Procedure	Scenario You just got back from checking things on your farm, You took out your shotgun, but your rifle is still in your car, Your wife gives you some coffee, when bad guys attack Stage Procedure While seated, engage CL1-CL6 with the shotgun, stand up and move to B, bin shotgun, then draw handgun and engage T1-T3 with 3 rounds each, holster handgun, collect rifle and engage T5-T6 with 3 rounds each while moving to the car, from prone under the car engage T7-T12 with 3 rounds each				
Start pos	Start seated at A, hands on mug, shotgun on table loaded Cruiser ready.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

3. STAGE 3 Moving and Shooting

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Scoring	Limited	Firearm	Handgun, Shotgun, Rifle	Rounds	18
Targets	2 paper, 6 plates,	Total	8 targets	Strings	1
Scenario & Procedure	Scenario Moving and Shooting Stage Procedure Engage P1-P6 while moving to B, drop shotgun in bin, pick up rifle, then engage T1 with 6 rounds while retreating to C, bin rifle draw handgun and engage T2 with 6 rounds				
Start pos	Start at A, Shotgun loaded patrol ready, Rifle patrol ready 6 rounds only in bin, handgun loaded				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

4. STAGE 4 Shotgun Reloading

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Scoring	Unlimited	Firearm	Shotgun	Rounds	12
Targets	12 popper, 4 no-shoot	Total	12 targets	Strings	1
Scenario & Procedure	Scenario Shotgun skill test Stage Procedure From A engage P1-P4 one side of cover, with that side of the shoulder, then engage P5-P8 on the move to B, then engage P9-P12 from the other side of cover, with the that side of the shoulder				
Start pos	Start at A, shotgun loaded patrol ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Shotgun only stage, NO HANDGUN, FTN's to apply. P5-P8 must be shot on the move,				

5. STAGE 5 Shotgun Speed test

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Scoring	Limited	Firearm	Handgun, Shotgun	Rounds	6
Targets	6 plates,	Total	6 targets	Strings	1
Scenario & Procedure	Scenario Shotgun skill test Stage Procedure From A engage P1-P6				
Start pos	Start at A, shotgun loaded cruiser ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

6. STAGE 6 Rifle Madness

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Scoring	Unlimited	Firearm	Rifle	Rounds	22
Targets	3 paper, 1 no-shoot	Total	3 targets	Strings	1
Scenario & Procedure	Scenario As you walk out of the gun shop, bad guys attack, you drop behind a cement dustbin and start returning fire from both sides, you realize that you have to attack, you then run across the street and use the curb as cover Stage Procedure Kneeling at A after the buzzer engage T1-T3 with 2 rounds each, from weak side of cover and weak shoulder, do an emergency reload, then engage each target with 2 head shots each, from strong side of cover, with strong shoulder, then do a loaded chamber reload, Then while moving to B engage T1-T3 with 2 shots each, then from B, go prone on Strong side shoulder and engage each target with 2 shots each				
Start pos	Start at Standing at A, Rifle loaded with 6 rounds in Patrol Ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	USE mini Targets, shooter must be lying on his strong side at curb				