

STAGE: 1 is Short

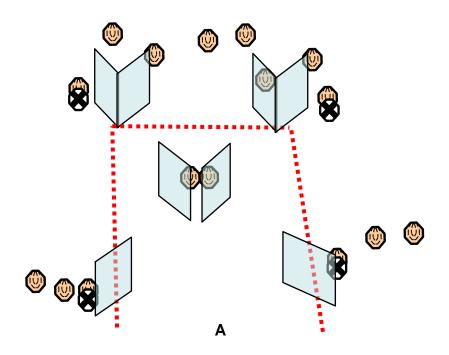
There is **6 Paper** targets, 2 Penalty targets

Rounds to be scored 12.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 2 is Long

There is 16 Paper targets, 4 Penalty

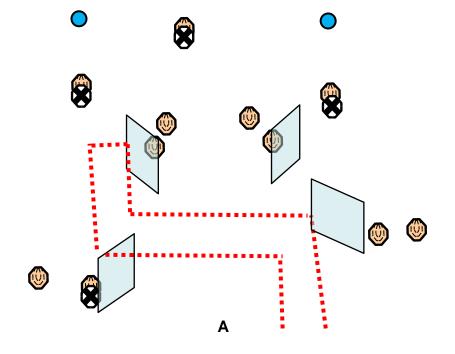
targets

Rounds to be scored 32.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 3 is Medium

There is 11 Paper targets 2 Plates, 4

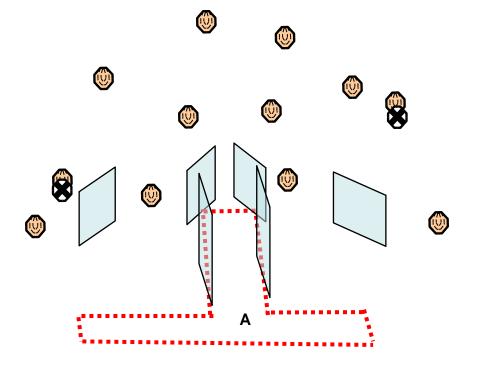
Penalty targets

Rounds to be scored 24.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 4 is Medium

There is 12 Paper targets, 2 Penalty

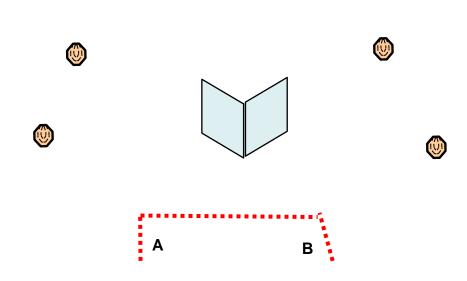
targets

Rounds to be scored 24.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 5 is Short

There is 5 Paper targets 2 Plates, 1

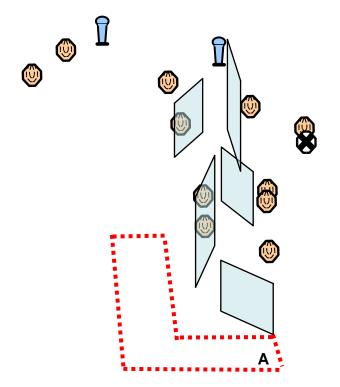
Penalty targets

Rounds to be scored 12.

START - standing relaxed at **A or B** facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 6 is Medium

There is 11 Paper targets 2 Poppers, 4 Penalty targets

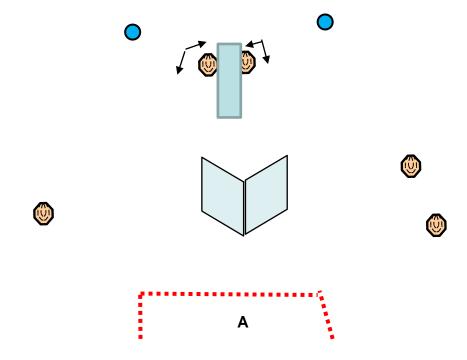
Rounds to be scored 24.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.





STAGE: 7 is Short

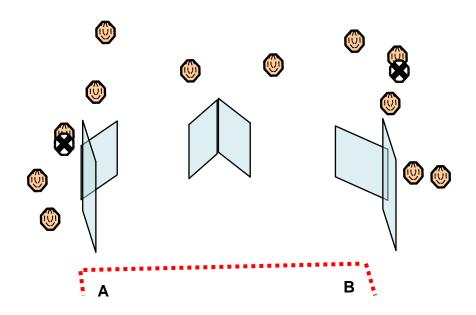
There is **5 Paper** targets **2 Poppers** Rounds to be scored **12**.

START - standing relaxed at A facing down range.

EQUIPMENT: Popper on left activating bobbing target on left and Popper on right activating bobbing target on right. Bobbing targets stay visible at their final position.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 8 is Medium

There is 12 Paper targets, 2 Penalty

targets

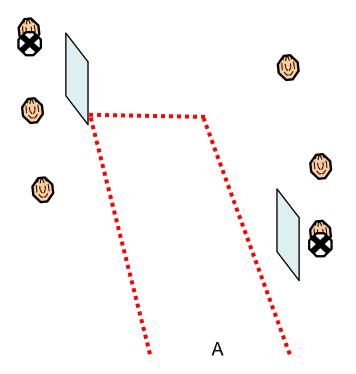
Rounds to be scored 24.

START - standing relaxed at **A or B** facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.





STAGE: 9 is Short

There is 6 Paper targets, 2 Penalty

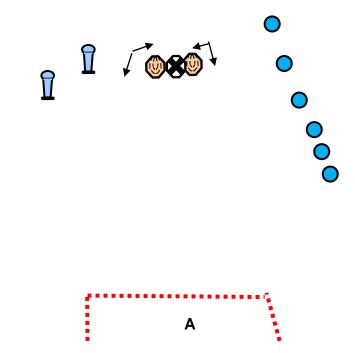
targets

Rounds to be scored 12.

START - standing relaxed at A facing down range.

GUN - totally empty and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 10 is Short

There is 2 Paper targets 2 Poppers 6 Plates, 1 Penalty targets-steel

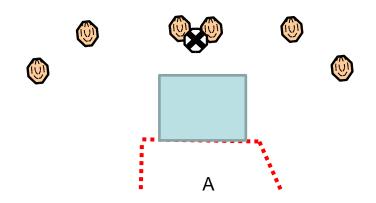
Rounds to be scored 12.

START - standing relaxed anywhere in the shooting area facing down range.

EQUIPMENT: Popper on left activating bobbing targets. Bobbing targets stay visible at their final position.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.



STAGE: 11 is Short

There is 6 Paper targets, 1 no-shoot

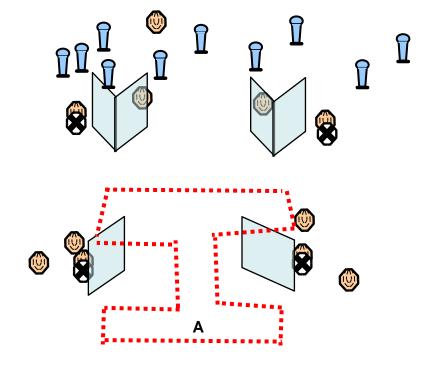
Rounds to be scored 12.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.

Stage 12



STAGE: 12 is Long

There is **11 Paper** targets **10 Poppers**, 4 Penalty targets

Rounds to be scored 32.

START - standing relaxed at A facing down range.

GUN - loaded and holstered.

PROCEDURE: After start signal, engage targets from the marked area.