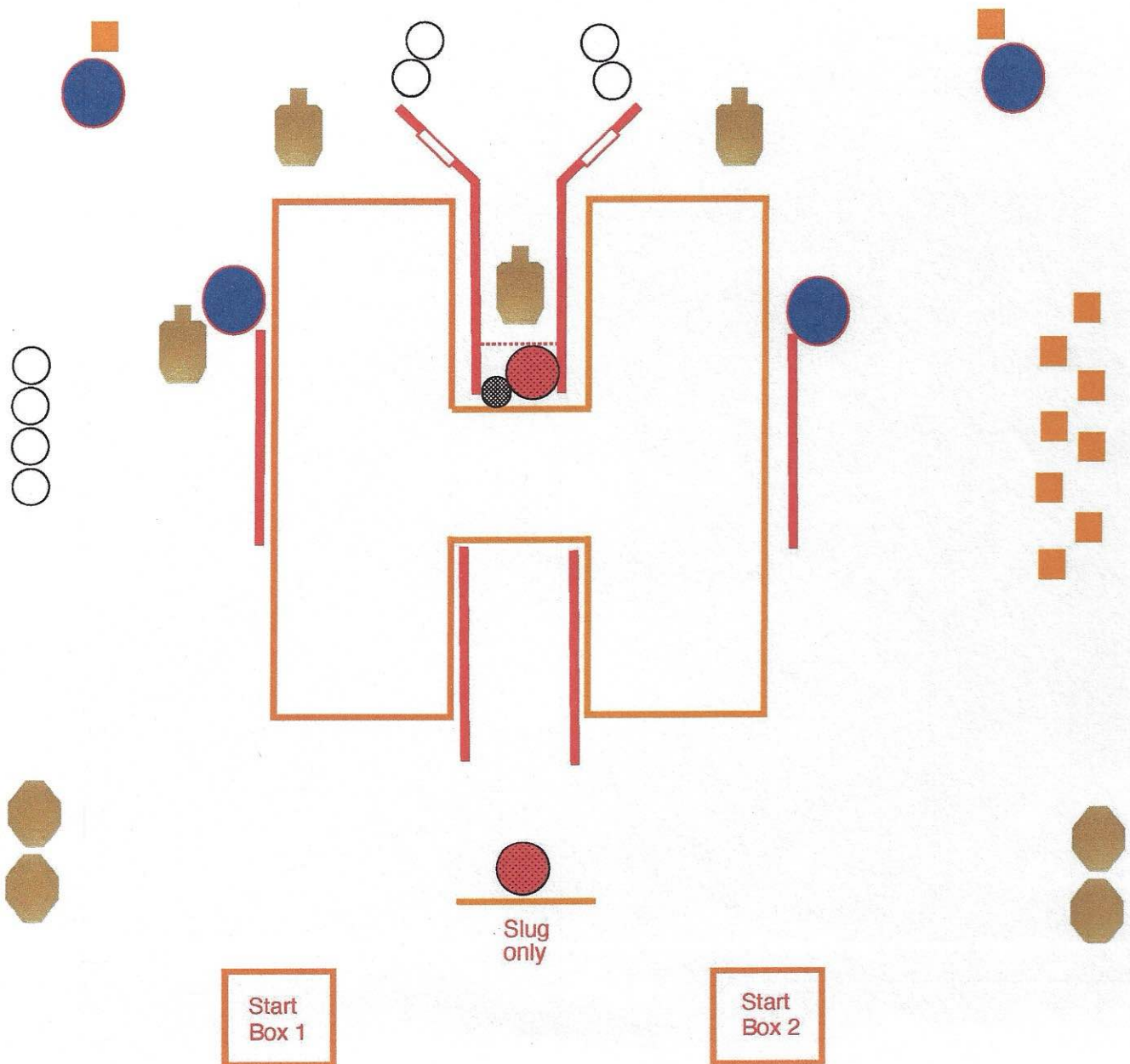


# STAGE 1 (Cowboy Town)





#### weapon conditions:

Pistol - holstered with a Magazine in on an empty chamber.

Shotgun - Loaded to Division Capacity Staged in Dump barrel

Rifle - Loaded to division capacity and held at low ready

#### Stage procedure:

Shooter will start in either start box 1 or start box 2. At the buzzer shooter will engage Blue rifle steel and rifle only paper from the appropriate box. Shooter will then move to retrieve their shotgun and engage the slug target with 1 hit from the appropriate box, once satisfied the shooter will proceed into the shooting area and engage the remainder of the targets with the appropriate firearm.

No targets other than those specified may be engaged until entering the forward shooting area.

#### Stage notes:

Absolutely no use of tripods bags, tripods or supporting devices may be used.

#### Round count:

Shotgun slug (1)

Rifle only paper (4)

Rifle only Steel (4)

Pistol Paper (4)

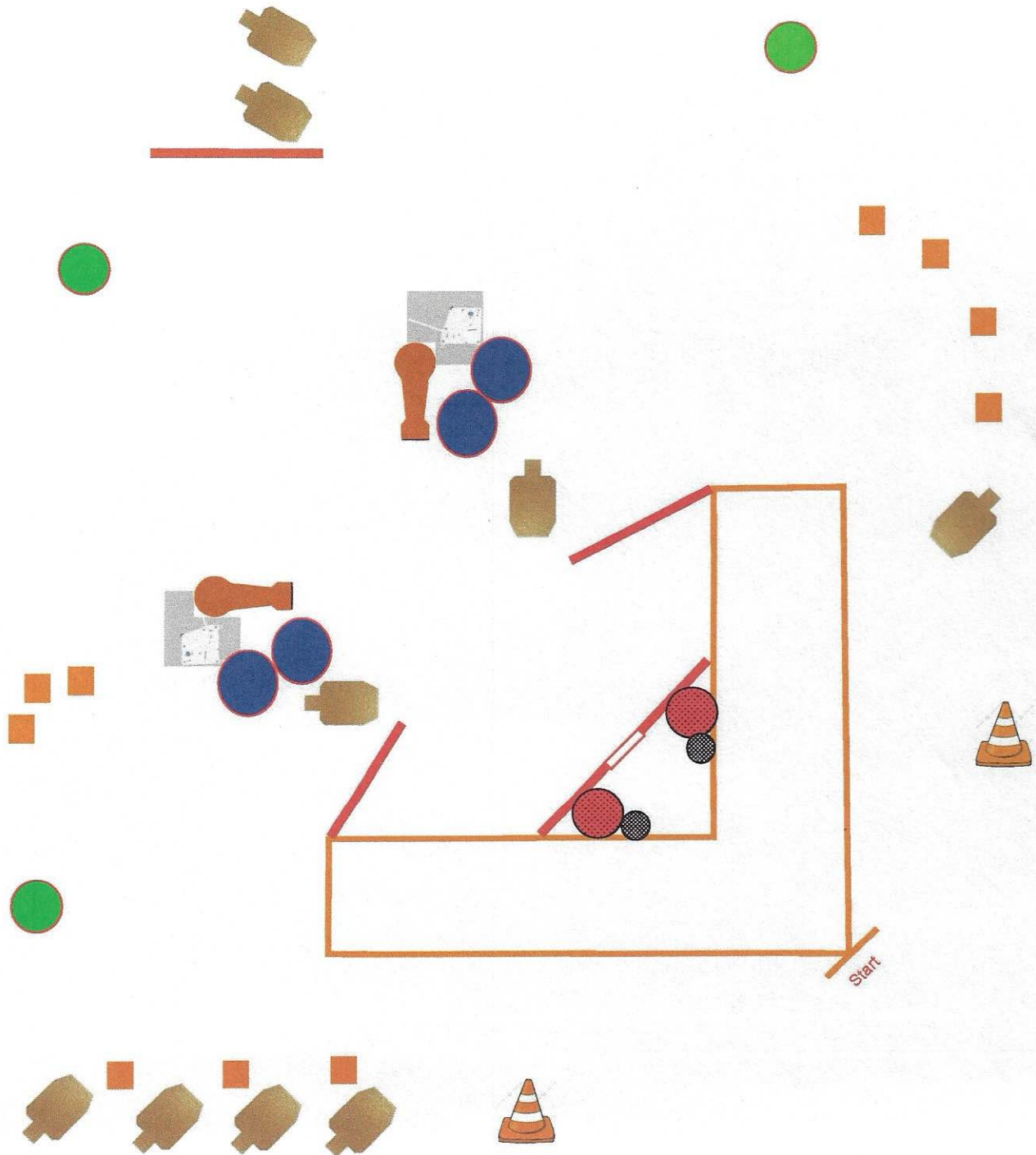
Orange Steel (10)

White Steel (8)

Total: (39)

STAGE 2  
(bay 14 - 270)

9







pistol/rifle



Pistol only



Shotgun only



dump Barrel



Pistol Dump  
Bucket



Single Barrel

## Stage 2:

### weapon conditions:

Pistol - Loaded to division capacity and holstered

Shotgun - Loaded to Division Capacity Staged in dump barrel of choice

Rifle - Loaded to division capacity and staged in dump barrel of choice

### Stage procedure:

Shooter will start standing with Toes touching marks. At the buzzer shooter will engage green static pistol steel before proceeding into the shooting area. Shooter will then move into the shooting area and engage targets as they become available with the appropriate firearm

### Stage notes:

Shooter must fire at least 1 shot in the direction of the clay if the clay breaks coming out of the Thrower.

this is a 270 Bay, the use of muzzle safe cones will be used on this bay. all competitors must remain in a safe area as directed by the RO.

### Round count:

Static Pistol Steel (3)

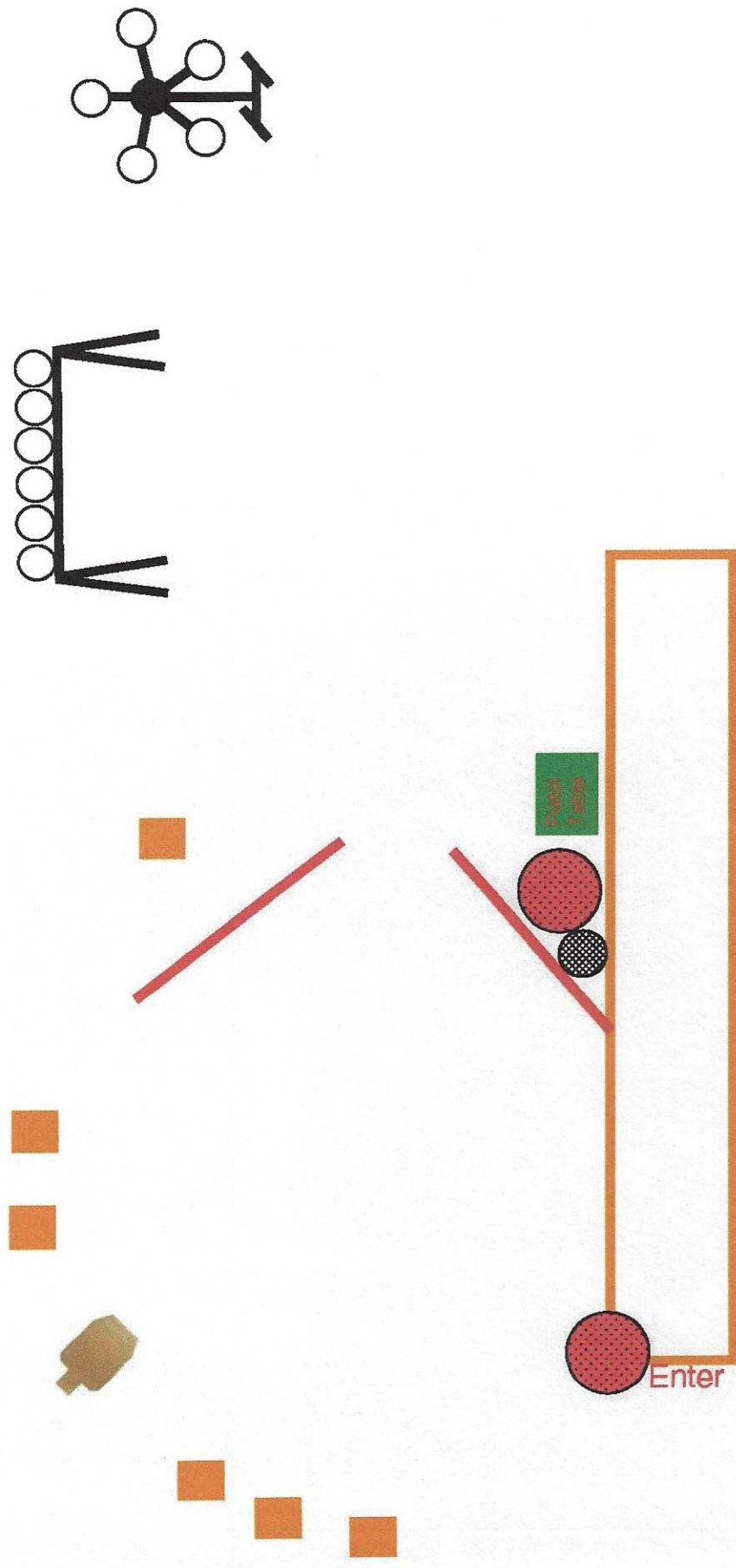
Pistol / rifle Paper (9)

Orange Steel (12)

Ariel Clays (2)

Total: 35

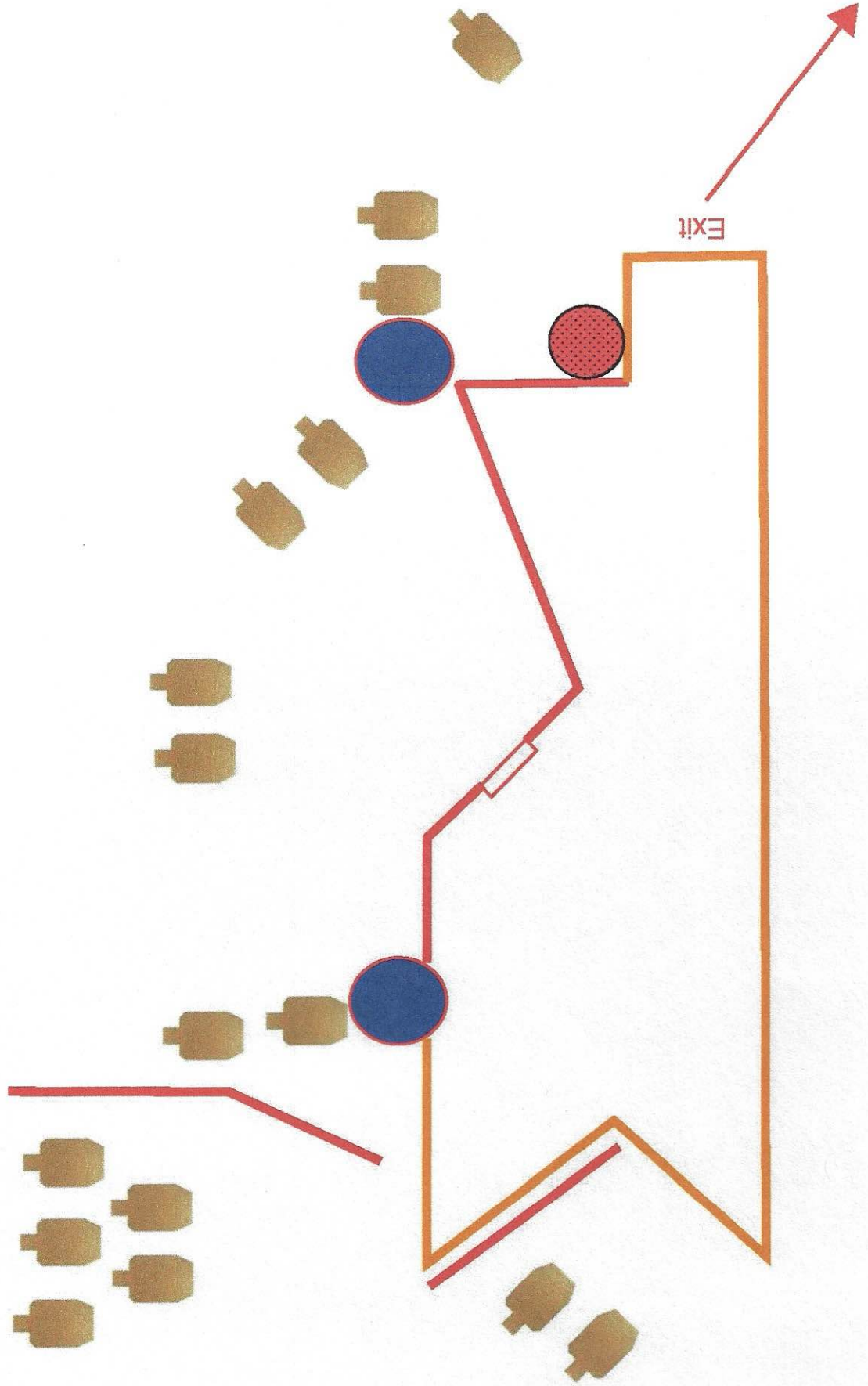
# STAGE 4<sup>3</sup> (2-bay pt.2)



# STAGE 4<sup>3</sup>

(2-bay pt.1)

15







pistol/rifle



dump Barrel



Pistol / Shotgun



Pistol Dump  
Bucket



Shotgun only



Double Barrel

#### STAGE 4:

##### weapon conditions:

Pistol - completely unloaded Staged on table in bay ~~15~~ 16

Shotgun - Loaded to Division Capacity Staged in pick up barrel on bay ~~15~~ 16

Rifle - Loaded to division capacity and held at low ready

##### Stage procedure:

Shooter will start standing anywhere inside the shooting area in Bay ~~15~~ 16 with Rifle held at low ready. At the buzzer shooter will engage targets as they become available with the appropriate firearm.

The shooter must then dump the rifle in a safe condition and exit the shooting area in the specified location and proceed to bay 2. once inside the shooting area the shooter may then retrieve their shotgun and engage targets as they become available

##### Stage notes:

the Shotgun MUST be picked up first when entering the shooting area. Hot Re holstering only prohibited within the confinements of the shooting area. There are to be no firearms transported from bay to bay during the course of fire.

when transporting firearms from bay to bay during the make ready stage, the shooter must stay within the confinements of the stage and a chamber flag must be present at all times. Failure to do so will result in a Match DQ.

##### Round count:

Pistol / Slug paper (1)

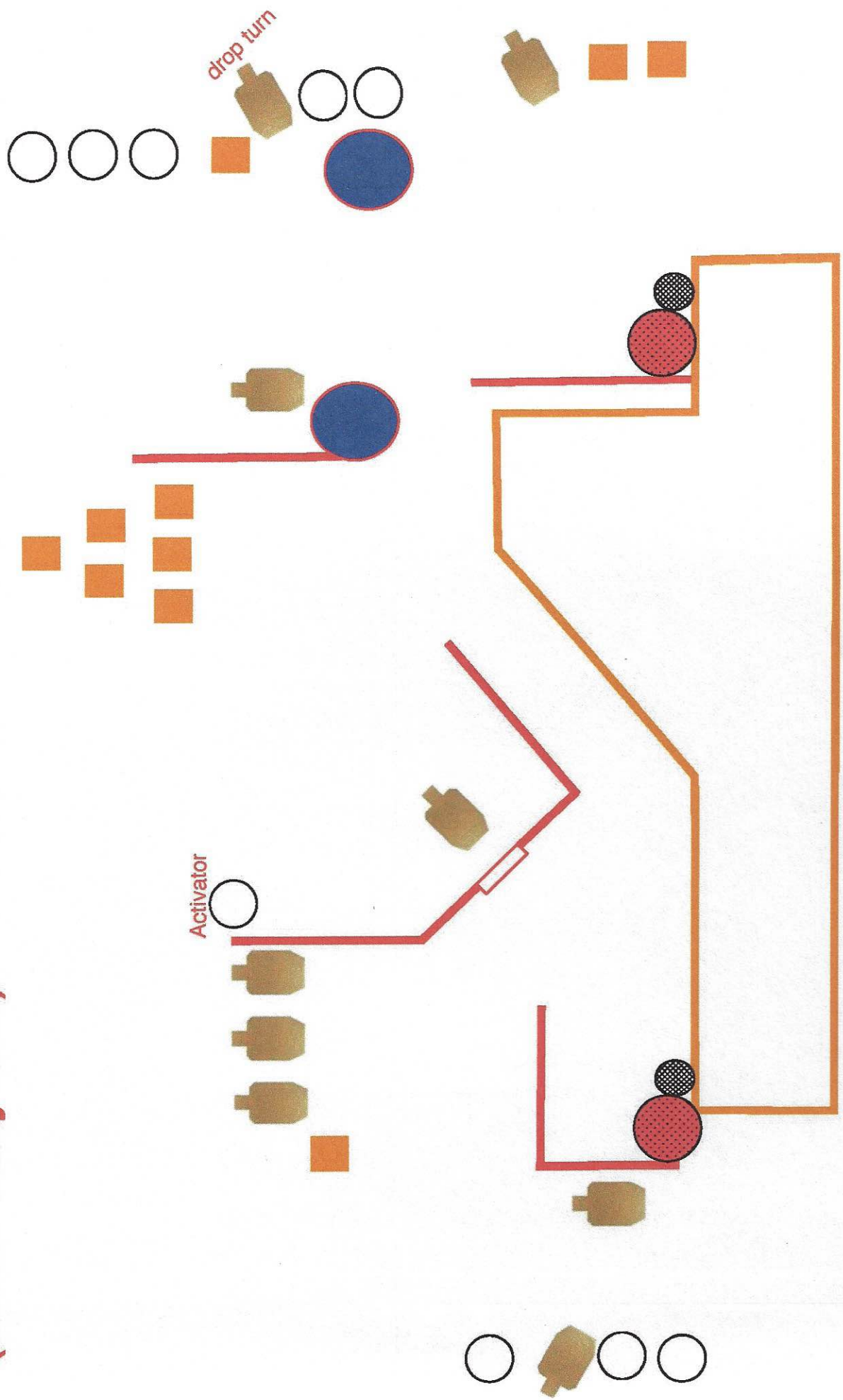
white steel (11)

Rifle Paper (16)

Orange Steel (6)

Total: 51

STAGE 3<sup>4</sup>  
(wide bay 18)<sup>17</sup>







pistol/rifle



Pistol / Shotgun



Shotgun only



dump Barrel



Pistol Dump  
Bucket



Double Barrel

### Stage 3:

#### weapon conditions:

Pistol - Loaded to division capacity and holstered

Shotgun - Loaded to Division Capacity Staged in dump barrel of choice or held at low ready

Rifle - Loaded to division capacity and staged in dump barrel of choice or held at low ready

#### Stage procedure:

Shooter will start standing anywhere inside the shooting area. At the buzzer shooter will engage targets as they become available with the appropriate firearm.

#### Stage notes:

Shooter must Engage the Activator Target prior to engaging the drop turn Target

Drop turn target is a disappearing target and will be scored as either a FTN (2.5s) or a complete miss (5s)

#### Round count:

Pistol / rifle / Slug Paper (9)

Orange Steel (10)

white steel (9)

Total: 37