

## Stage 1: Front and Centered

**Scenario:** Two types of steel targets placed to require multiple shooting positions.

**Start Position:** Standing in box at P1 (shooter's choice), facing down range with arms and hands relaxed at sides. Shotgun loaded to division capacity and placed on table at the P1 position opposite from the shooter. Shotgun will be set "On Safe" and muzzle facing down range.

**Stage Procedure:** At signal shooter moves across the bay to opposite starting table and retrieves shotgun. Shooter must then engage all knock-down diamonds from behind 18 yard fault line. Shooter may move and shoot from anywhere along the fault line. After finishing the diamonds shooter moves down range along marked walkway to the end of the lane between the walls. From around the downrange end of each wall shooter will engage KD Plates P1 – P8 that were obscured by barrels when shooter was up range.

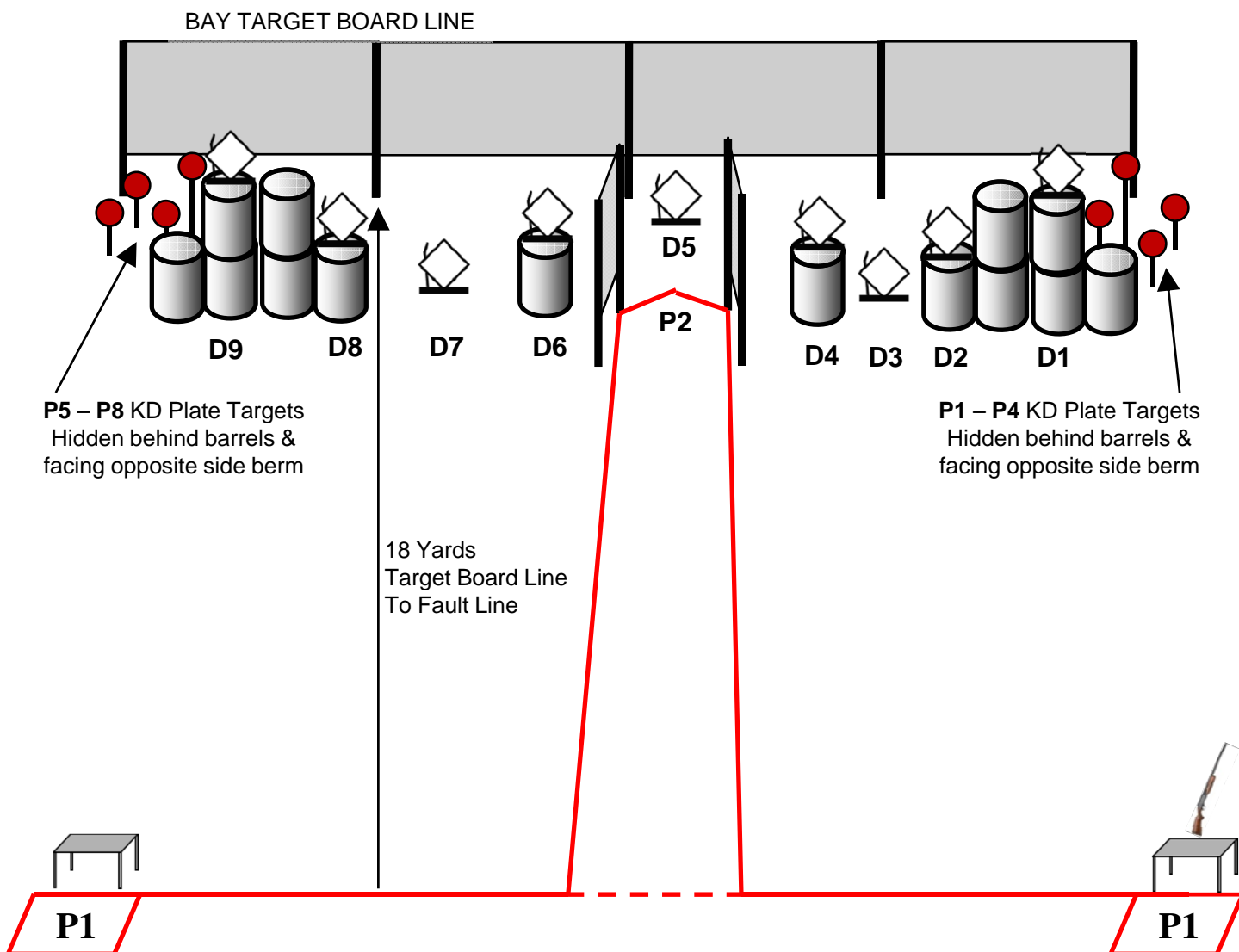
**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds: 17 Birdshot.

**Targets:** 9 diamond knockdowns, 8 KD Plates, walls and barrels as shown.

**Penalties:** Standard – Watch for foot faults.

**Start/Stop:** Audible – Last Shot



## Stage 2: Tunnel Trouble

**Scenario:** Shooter starts engaging targets normally but once into the tunnel all targets must be engaged from inside the tunnel and moving the sticks on the tunnel ceiling adds a procedural penalty for each stick out of place.

**Start Position:** Standing in P1 box, handgun loaded to division maximum and holstered. Shooter facing down range with arms and hands relaxed at sides

**Stage Procedure:** At signal shooter engages targets T1 –T3 from inside box P1 then drops to the ground and moves into the tunnel engaging targets at each of three (3) openings. From window “A” engage targets T4 – T6. From window “B” engage targets T7 – T10. From the far open end of tunnel (Window “C”) engage and clear the Texas Star.

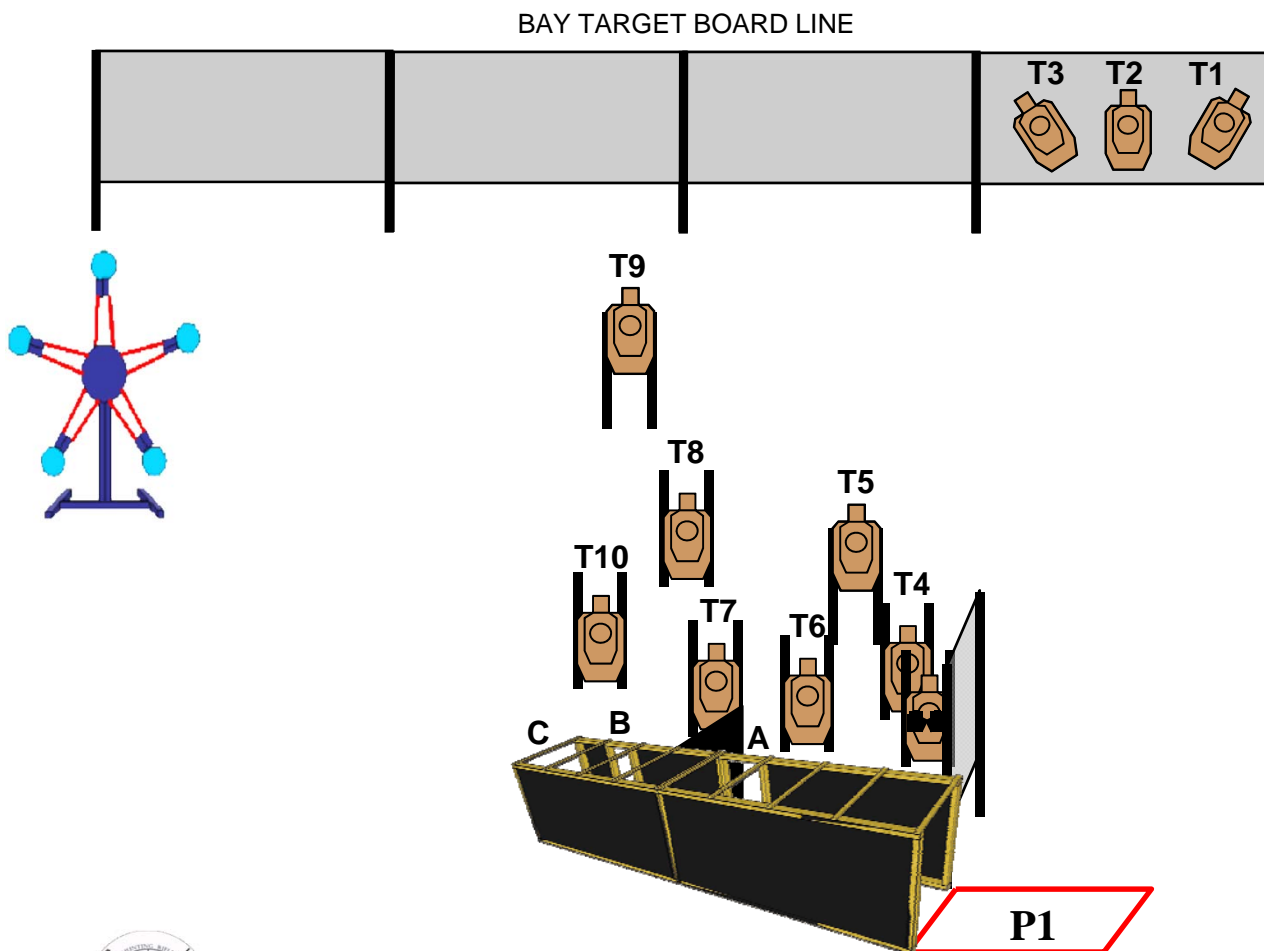
**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds: 15 Handgun.

**Targets:** 10 Paper, 1 NT, Texas Star, Cooper Tunnel, walls as shown.

**Penalties:** Standard – Muzzle control inside tunnel is critical. Watch for shooters head and back to move the target sticks while they traverse the tunnel. A stick that moves more than the thickness of a quarter off designated marks counts as a procedural for each moved stick.

**Start/Stop:** Audible – Last Shot



## Stage 3 : Plenty of Trouble for all Three

**Scenario:** Lots of targets to be engaged with rifle, pistol, and shotgun.

**Start Position:** Standing at P1 facing down range with hands at sides. All firearms are loaded to division capacity and pre-staged "On Safe" in grounding box.

**Stage Procedure:** At signal shooter may engage targets in any order they chose.

Targets T1-T14 may ONLY be engaged with rifle.

Diamonds D1-D13 may ONLY be engaged with handgun.

Cowboy Flippers CF1 & CF2 may ONLY be engaged with shotgun and birdshot.

Targets T15-T19 may be engaged with handgun or shotgun with slugs. Shrapnel, wadding, & pellet hits will NOT be scored.

Plate Rack and Pepper Poppers PP1 & PP2 may be engaged with handgun or shotgun with birdshot.

Any firearm not in use must be placed in grounding box "on Safe" or empty with action open.

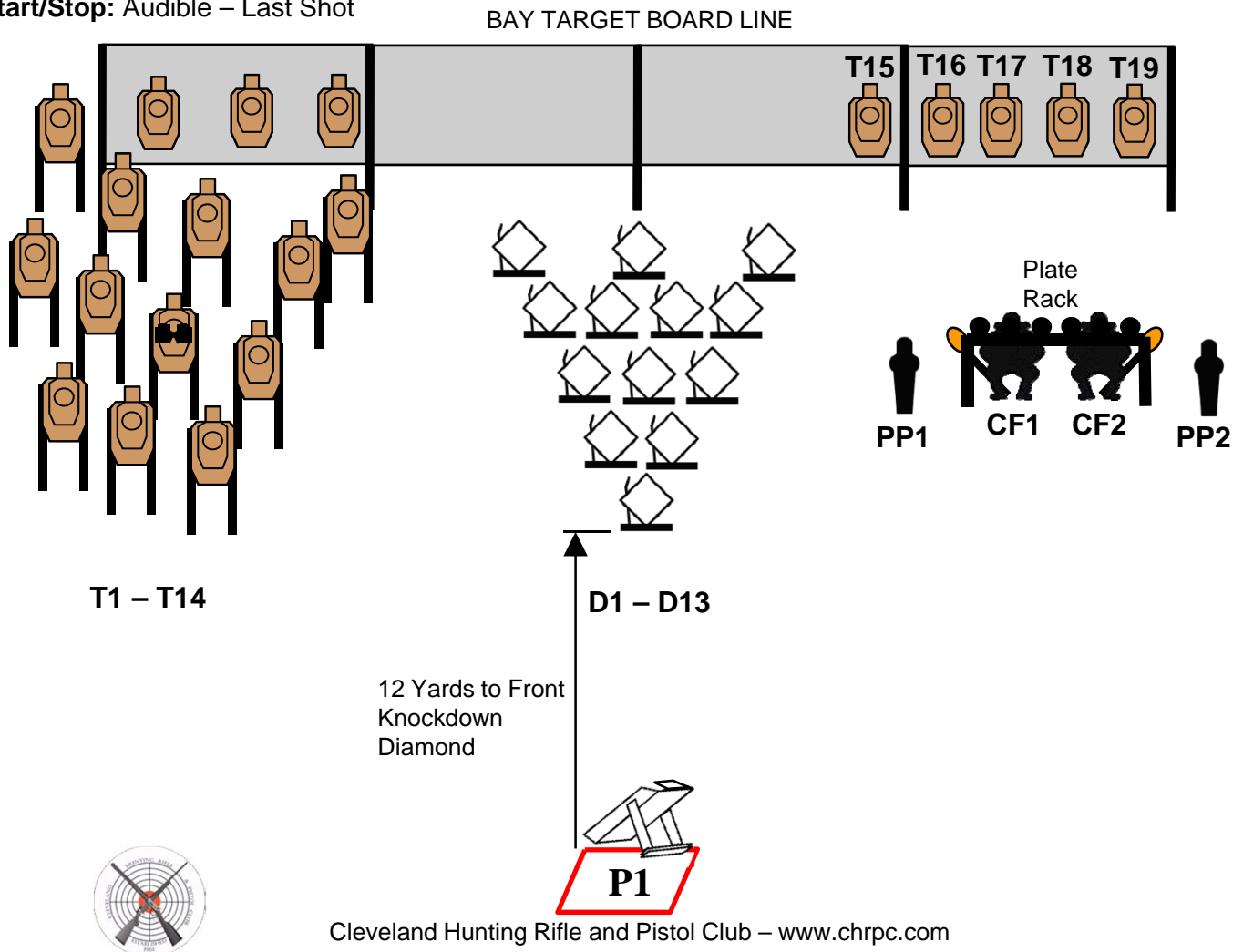
**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds 14 Rifle, 13 handgun, 4 birdshot, PLUS 13 handgun OR 5 slugs & 8 birdshot.

**Targets:** 19 paper, 13 diamonds, plate rack, 2 Pepper Poppers, 2 Cowboy Flippers, Grounding box w/ handgun tray.

**Penalties:** Standard, Foot faults, Watch for slug on steel disqualification.

**Start/Stop:** Audible – Last Shot



**Scenario:** What's your handgun good for? To fight your way to your rifle of course. First seven targets are engaged with your handgun where you transition to your rifle and fight your way down range for the next 21 targets.

**Start Position:** Shooter starts at P1 facing down range with handgun loaded and holstered with hands at sides. Rifle is loaded, On Safe, and pre-staged in grounding box.

**Stage Procedure:** On signal shooter draws and moves to right behind the walls engaging handgun targets T1-T7 at wall openings while moving to P2. At P2 shooter grounds handgun in dump bucket w/ handgun on manual safe or unloaded w/ action open. From P2 shooter picks-up rifle and engages T8 & T9 through the bunker portal. Only hits between black tape strips on targets T8 & T9 (corresponding to portal) will be scored (hits that break inside edge of tapes are scored as a hit). Shooter then moves back left in front of walls and proceeds down range engaging targets T10 - T28 as they come into view.

**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds 7 handgun and 21.

**Targets:** 28 Paper, 2 NTs, grounding box w/ handgun dump bucket and walls as shown.

**Penalties:** Standard

**Start/Stop:** Audible - Last shot

