

Stage : Work to See 'Em

Scenario: Utilize rifle and pistol from special positions to engage targets near and far.

Start Position: Standing at P1 facing down range, rifle loaded to capacity and held at low ready. Pistol loaded to capacity, on Safe, muzzle aimed down range and staged on barrel at P2.

Unidentified firearm on Safe, muzzle aimed down range staged on table at P3.

Stage Procedure: At signal shooter drops to prone position and engages 100 yard paper targets T1 – T6 with 2 rounds each from cover of vehicle. Shooters arms and head may extend over fault line but from the belt line down the shooters body must remain within fault zone until finished with rifle. Target arrangement requires shots from both ends of vehicle. No shots over the top of any part of vehicle. Vehicle door will be staged open. Ground rifle on Safe, on the car seat muzzle aimed down range. Move to P2, pickup pistol and engage paper targets T7 – T11 shooting only through the horizontal tunnel with 2 rounds each (Do Not Move Tunnel). Holster pistol and move to P3. Pick up Unidentified firearm and any spare ammo. Advance within marked fault zone to P4. Engage hidden target T12 with 4 rounds when it becomes visible.

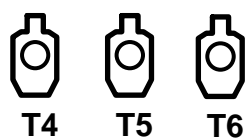
Scoring: Vickers

Scored Hits: Minimum rounds: 12 Rifle, 10 Pistol, 4 Unidentified firearm (Only 4 rounds will be supplied to each shooter)

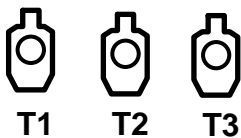
Targets: 12 IDPA, 1 non-threat, vehicle, wall, barrels, table, Unidentified firearm.

Penalties: Standard – Watch for line faults.

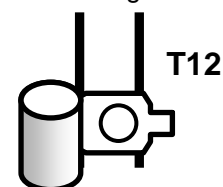
Start/Stop: Audible – Last Shot



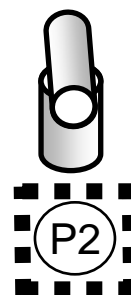
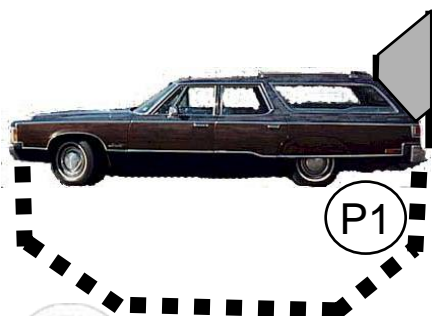
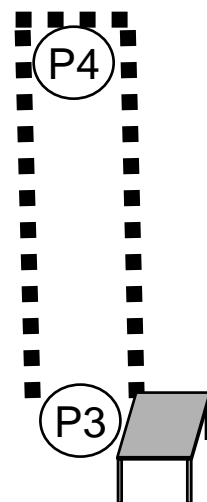
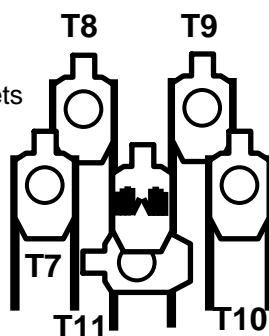
100 Yard Targets



50 Yard Target



8-12 Yard Targets



Stage : Shotgun Slalom Five

Scenario: Run the slalom with your shotgun.

Start Position: Standing in box at P1 facing down range, shotgun loaded to capacity and held at low ready.

Stage Procedure: At signal shooter moves through slalom path and engages knockdown diamonds as they appear. Shooter continues moving through slalom to P2. Shooter may engage Texas Star anytime after all diamonds are down. Popper targets must be shot from opening at P2. Large poppers are aligned one behind the other so the first must start to fall to engage the next. Cowboy flipper is last with clay launched as final target. Any steel left standing are scored as a 10 second penalty each. A miss on the clay is also scored as a 10 second penalty.

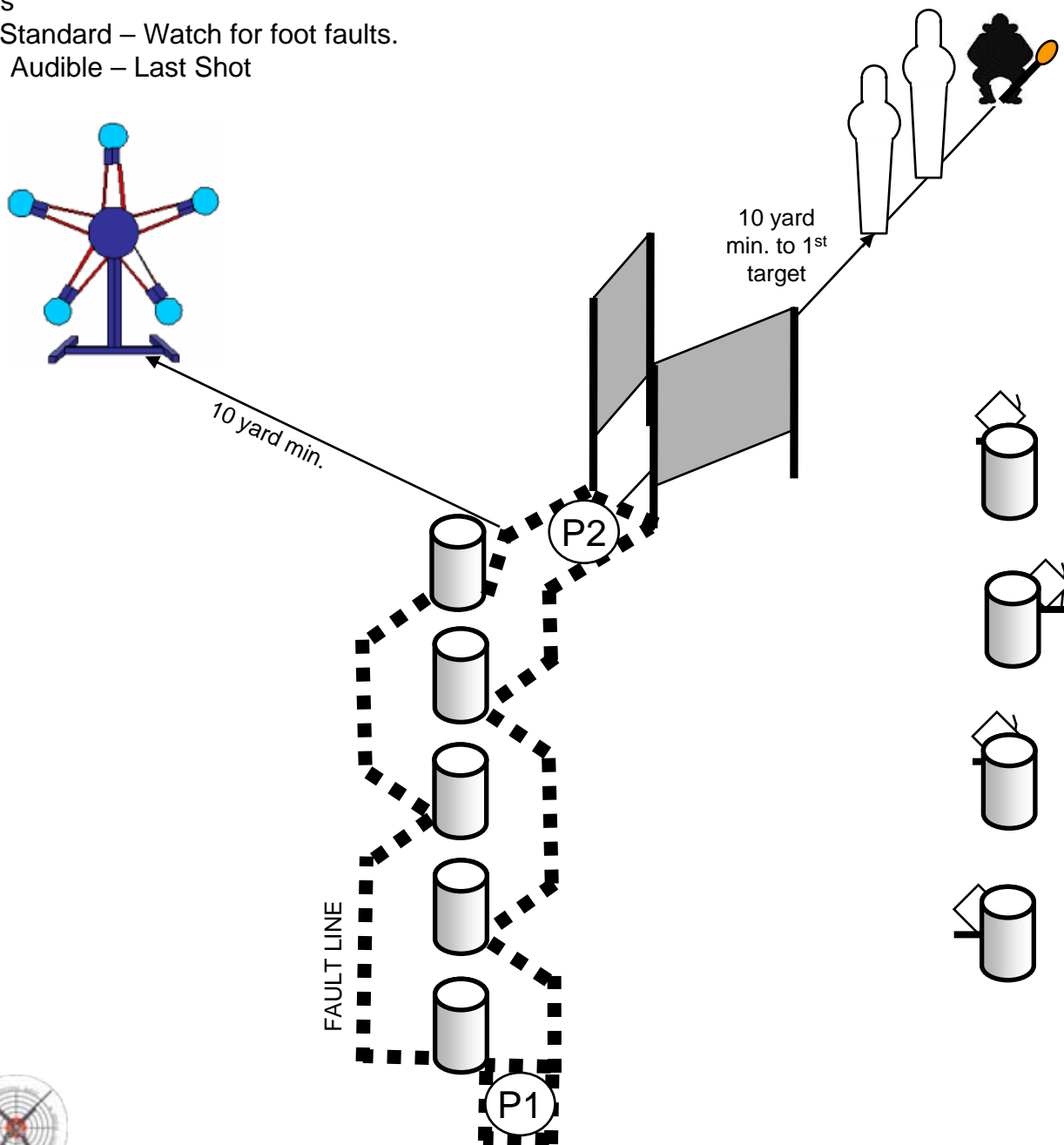
Scoring: Vickers

Scored Hits: Minimum rounds: 16 Birdshot

Targets: 8 diamond knockdowns, 1 Texas Star, 2 large poppers, 1 Cowboy knockdown w/ flipper, walls, barrels

Penalties: Standard – Watch for foot faults.

Start/Stop: Audible – Last Shot



Stage : Back and Forth for Two Guns

Scenario: Utilize Rifle and Pistol with a designated sequence of shots in two strings of fire. Second firearm will be staged on the table and will be loaded Off the Clock.

Start Position: Shooter selects which box they wish to start in and which firearm to start with. Firearms will be loaded to division maximum with any additional ammo on the shooters person. On range officer's command shooter will stand at Low Ready in the selected box for the string.

Stage Procedure:

String 1: At signal engage in order T-1 with 1 round, T-2 with 2 rounds, T-3 with 3 rounds, and T-4 with 4 rounds.

Off the Clock: RO will call for shooter to Show Clear, declare the Range is Safe and record the time. RO will instruct shooter to move to table, exchange firearm and move to second box.

String 2: At signal engage in order T-1 with 4 rounds, T-2 with 3 rounds, T-3 with 2 rounds, and T-4 with 1 round.

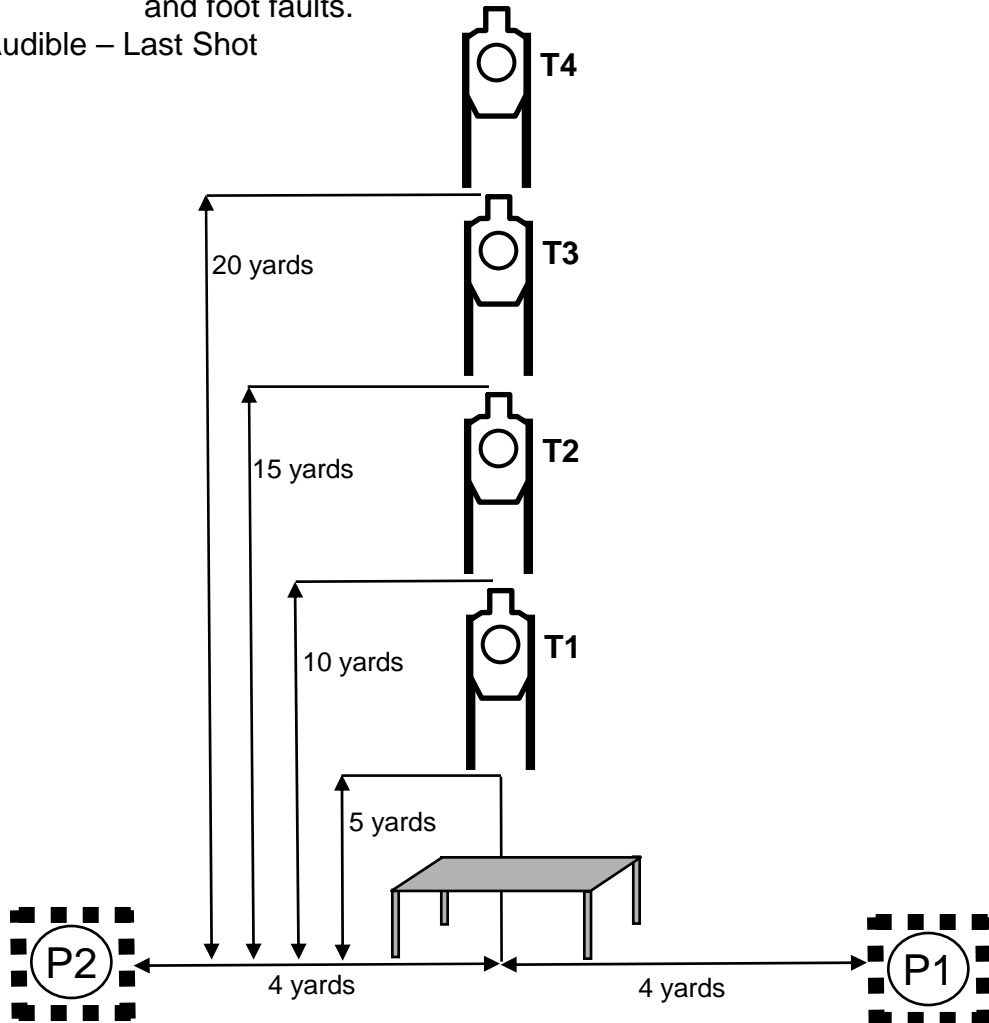
Scoring: Limited Vickers

Scored Hits: 10 rounds Rifle WITH ONLY HEAD SHOTS SCORED,
10 rounds Pistol WITH ONLY TORSO SHOTS SCORED

Targets: 4 IDPA

Penalties: Standard – Too many shots on any target with either firearm, exceeding round limits, and foot faults.

Start/Stop: Audible – Last Shot



Stage : Look Out Back

Scenario: Utilizes rifle, shotgun, & handgun. Shotgun & Rifle pre-staged on table @ P2, loaded to division maximum, muzzles down range, & on “Safe”.

Start Position: Standing in box at P1 facing down range, hands relaxed & at sides. Pistol is loaded to division capacity & holstered.

Stage Procedure: At signal shooter draws and engages targets T1 – T8 with 2 rounds each while advancing to position P2. At P2 shooter shall table pistol, empty w/ magazine removed & action open. Shooter shall then engage plate rack w/ shotgun through a wall port selected by the shooter. All plates must be engaged through the same selected port. Shooter shall then table shotgun empty w/ tube empty (or mag. removed) & action open. Shooter will then take up rifle & move to P3. Targets T9 – T16 shall be engaged w/ 2 rounds each from P3 in either a squatting, kneeling, or prone position.

Scoring: Vickers

Scored Hits: Minimum rounds: 16 Rifle, 16 Handgun, & 6 Birdshot

Targets: 16 paper, 2 non-threat, 1 plate rack, walls, barrels, table

Penalties: Standard.

Start/Stop: Audible – Last Shot

