

# Stage 1: Claymation 5

**Scenario:** Variation in shotgun target presentations with clays interspersed throughout.

**Start Position:** Standing in box at P1 facing down range, all additional ammo must be carried on the shooter's person. Shotgun loaded to capacity, placed on table with muzzle facing down range, and "On Safe".

**Stage Procedure:** At signal shooter moves to table using any path they wish inside fault lines. Engage Knock-Down Diamonds D1 – D7. Transition to PP1 and Up & Down. Then transition to PP2 and CL3 & CL4 through gap between barrels. Between the barrels engage PP3 which will drop the falling barrels exposing PP4, PP5 and CF1 w/ Clay. Engage each as they come into view. Large poppers (PP4 & PP5) and Cowboy Flipper (CF1) are aligned one behind the other.

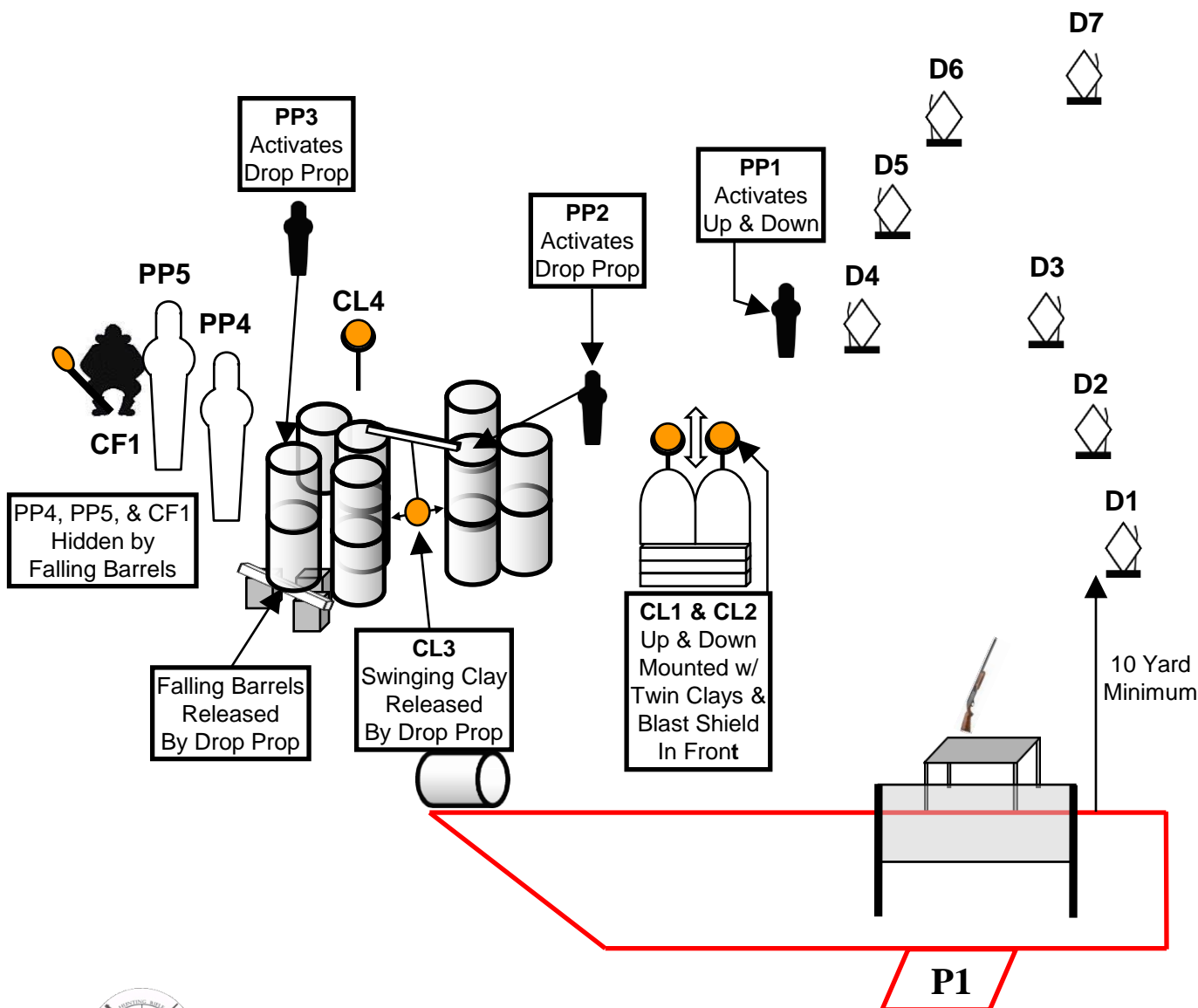
**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds: 18 Birdshot

**Targets:** 7 diamond knockdowns, 3 small poppers, 2 large poppers, 1 Cowboy Flipper, Up & Down, 2 Drop Props, 3 Clay Holders, 1 Clay Swinger, walls and barrels as shown

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

**Start/Stop:** Audible – Last Shot



**Scenario:** Your visiting the oldest member in the gun club known as Grandpa. He doesn't get to the club much any more but he has a small range in his backyard. He's heard of 3-Gun and you've brought your high speed battery of arms to demonstrate plus Grandpa wants to show off his favorite revolver. After cleaning all the arms on the back porch you step just inside the back door to get the lemonade and suddenly the back yard is full of violent "Occupiers".

**Start Position:** Shooter starts at P1 facing down range with pistol, shotgun, and rifle all unloaded w/ actions open and laying on the table. One empty magazine for each firearm that requires one will also lay on the table. Grandpa's empty revolver is on the table too with cylinder open. Shooter shall have no additional ammo or magazines on their person. On the table at P1 will be a closed ammo can containing 5 rounds only for each of the shooter's arms (pistol, rifle, and shotgun) in the can along with 6 rounds for Grandpa's revolver. Shooter will come to the line with their 15 total rounds in hand. Ammo can will be prepared by the SO before the "Make Ready" command is issued.

**Stage Procedure:** On signal shooter moves to P2 carrying the ammo can. Shooter may load and utilize firearms in most effective manner. Targets may be shot in any order but are specifically designated for which firearm with which they can engaged. T1 – T9 may only be engaged with pistol or revolver. T10 – T14 may only be engaged with rifle and D1 – D5 only with shotgun.

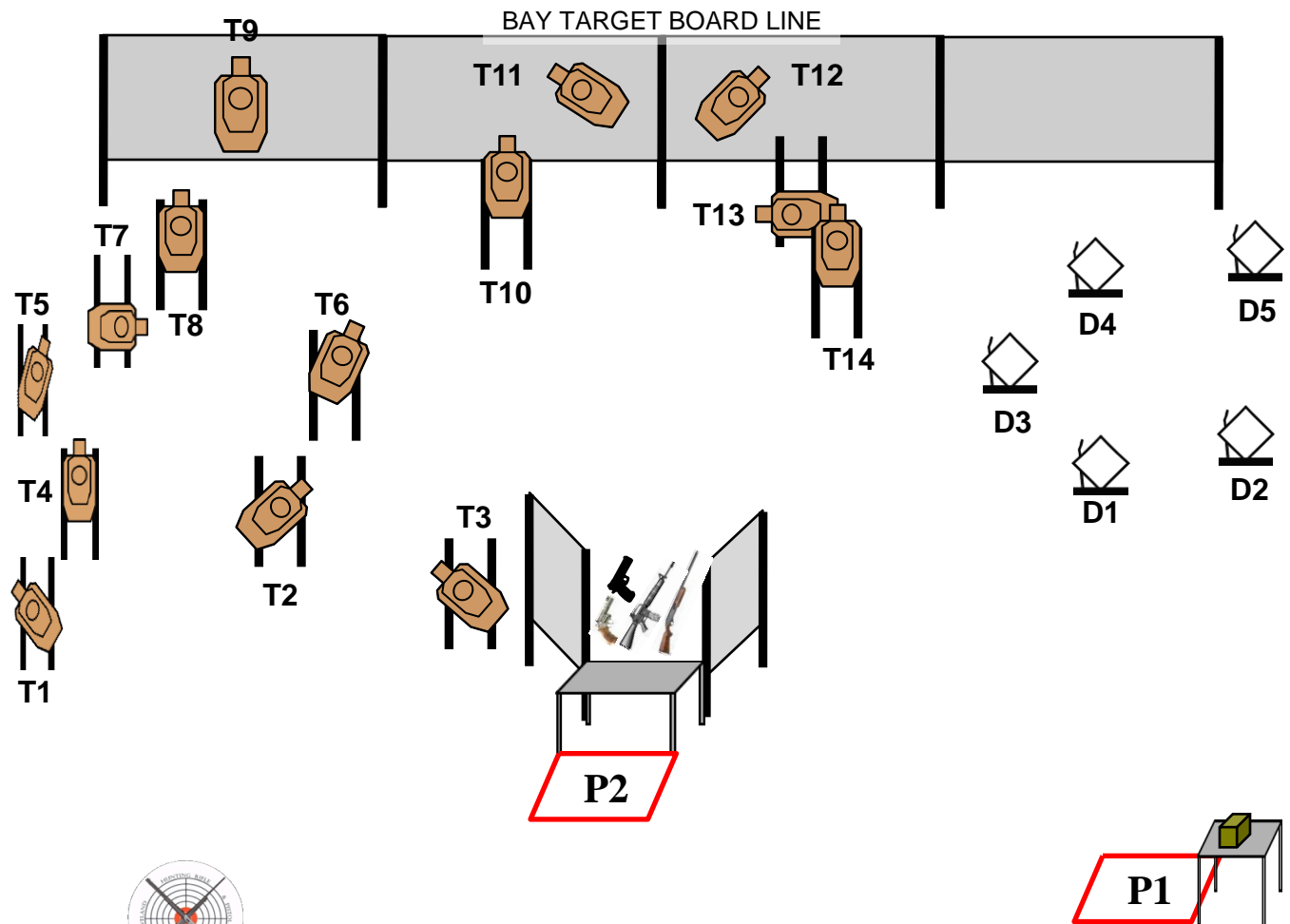
**Scoring:** Limited Vickers (Only contents of ammo can)

**Scored Hits:** Minimum rounds 9 handgun, 5 rifle, and 5 birdshot

**Targets:** 14 Paper, 5 Knockdown Diamonds

**Penalties:** Standard

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



## Stage 3 : Alley Opps! Variation 2

**Scenario:** Utilize rifle to engage BG's around every obstacle.

**Start Position:** Standing at P1 facing down range, rifle loaded to capacity and held at low ready.

**Stage Procedure:** At signal shooter advances to P2 engaging targets T1 – T10 as they become visible. At P2 stepping on pressure plate will activate T11 & T12. T11 is a double swinger. T12 is a swinger that will still be visible when stopped. Engaging T11 – T16 shooter may advance as far as the stop board between barrels at T11 & T12.

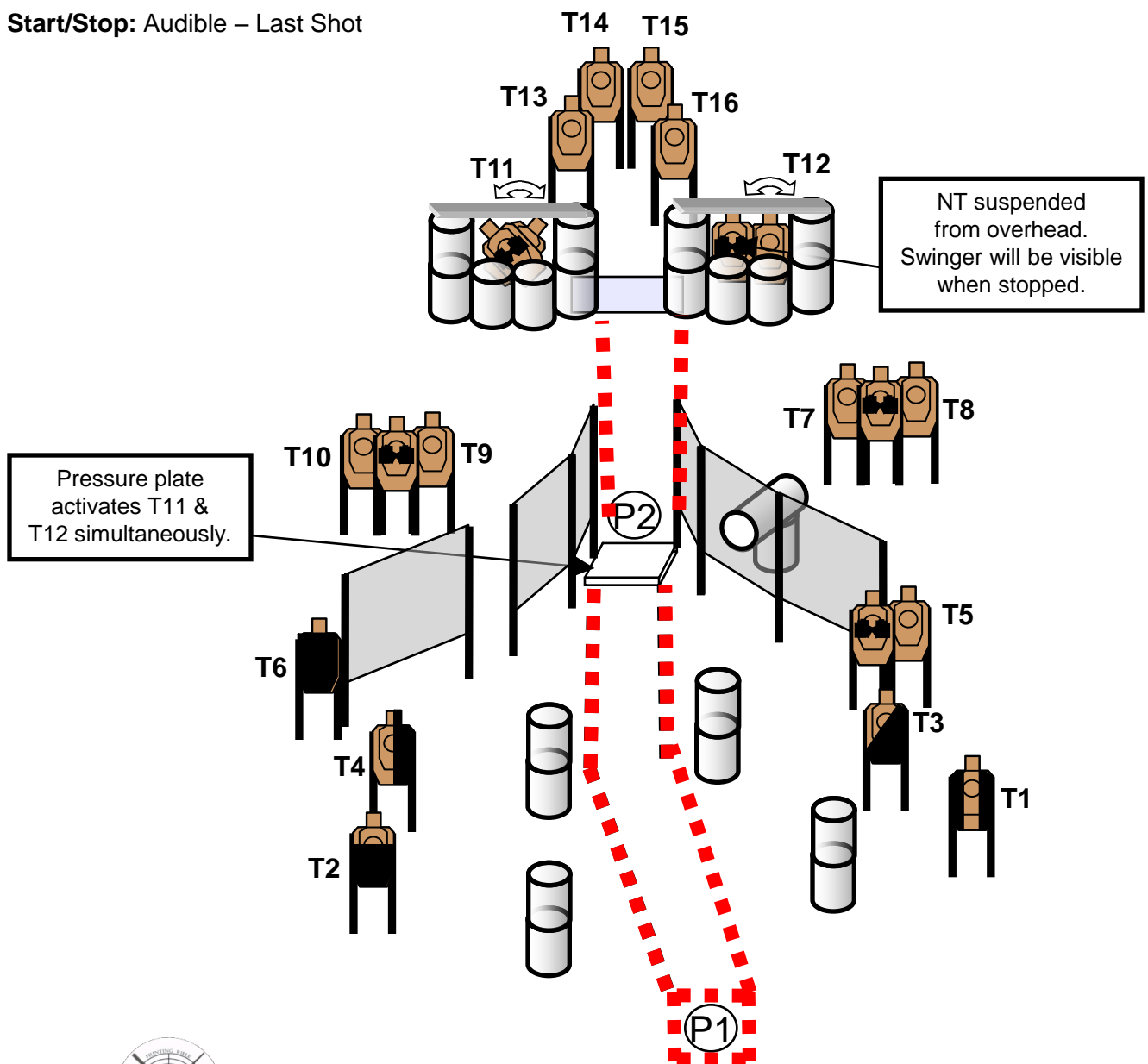
**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds 16 rifle

**Targets:** 16 paper (6 w/ hardcover patterns), 4 NT's, Swinger, Double Swinger, Pressure Plate, Walls, & Barrels

**Penalties:** Standard

**Start/Stop:** Audible – Last Shot



# Stage 4: Barrel of Fun, Cleveland Style

**Scenario:** Move to barrels and engage all designated rifle targets from behind them. Transition to your pistol and engage all designated pistol targets while moving down range.

**Start Position:** Shooter starts at P1 facing down range with pistol loaded and holstered. Rifle is loaded, On Safe, and held at low ready.

**Stage Procedure:** On signal shooter moves to P2 and engages targets T1 – T10 from within Box P2. Shooter then grounds rifle in grounding box with rifle empty and action Open or "On Safe". Shooter then moves to P3 draws pistol and continues down range engaging PP1, PP2, and T11 – T18.

**Scoring:** Vickers (IMA Standard)

**Scored Hits:** Minimum rounds 10 rifle and 10 pistol

**Targets:** 18 Paper, 2 Small Pepper Poppers, 5 NTs, barrels and walls as shown.

**Penalties:** Standard

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

