

STAGE 1

Designed by: Dojo Palines

Scoring: Time plus Penalties

Start: Audible

Targets: 14 Paper Targets, 11 Clay, 6 Poppers, 6 Round Plates

Start Position: Standing on mark holding loaded RIFLE in Low Ready Position safety engaged. SHOTGUN loaded on top of the table. HANDGUN magazine inserted chamber empty holstered

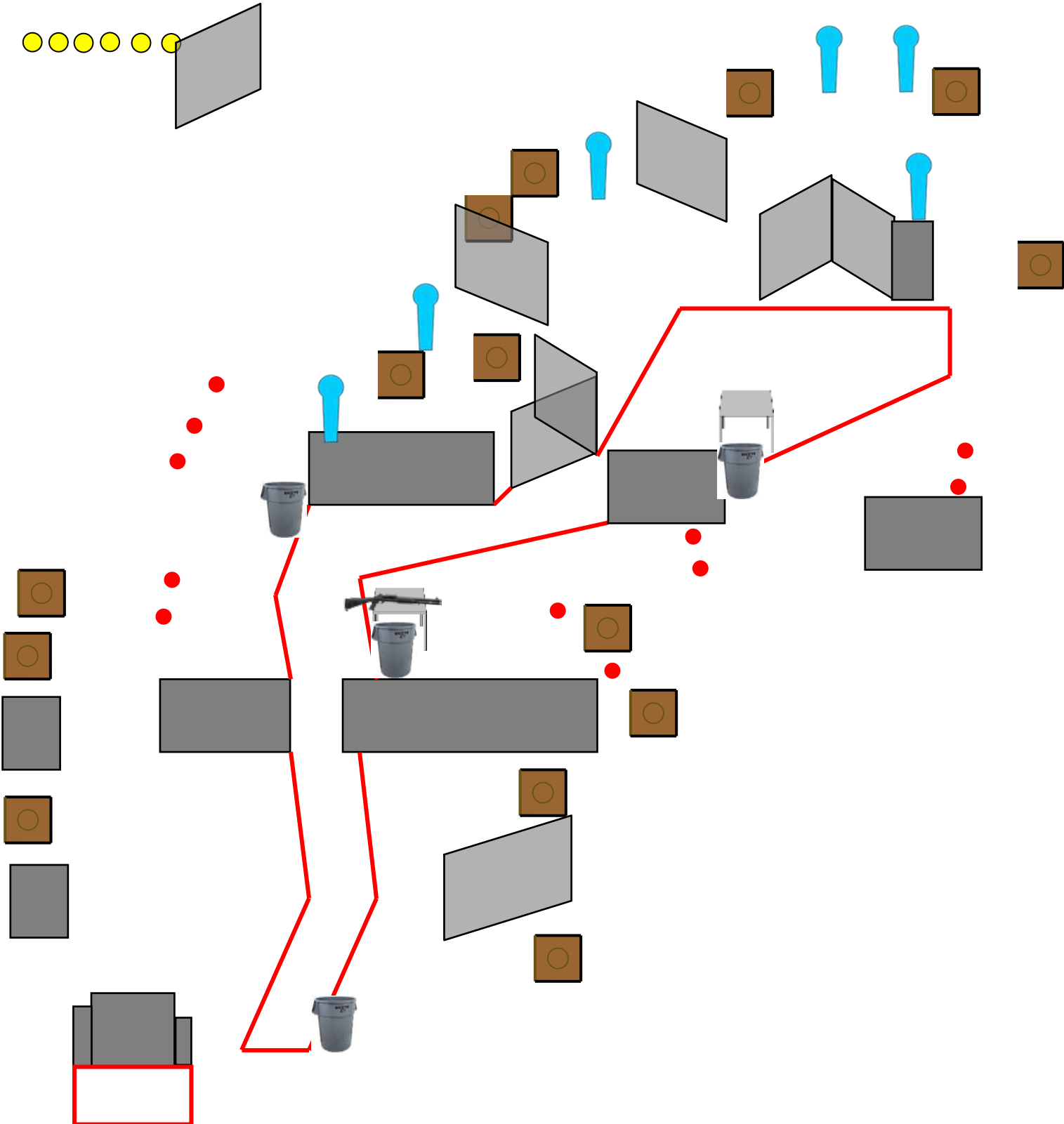
Procedure: On audible signal, engage all targets as they become available within the shooting area with appropriate firearm of choice.

RIFLE- Paper Target and 8" Round Plates (yellow),

SHOTGUN- Clay, Popper, Paper with slug,

HANDGUN- Paper, Popper, Round Plate

Note: Abandon RIFLE and SHOTGUN in the barrel with safety engaged or empty chamber. Shooter may not go in front or ahead of the SHOTGUN while it is on top of the table. Shooter should abandon the shotgun in a barrel if the shooter wants to go in front or downrange of the SHOTGUN.



STAGE 2

Designed by: Dojo Palines

Scoring: Time plus Penalties

Start: Audible

Targets: 12 Paper Targets, 9 Clay, 5 Poppers, 5 Rectangular Plates

Start Position: Standing on mark holding loaded RIFLE in Low Ready Position safety engaged. SHOTGUN loaded on top of the table. HANDGUN magazine inserted chamber empty holstered

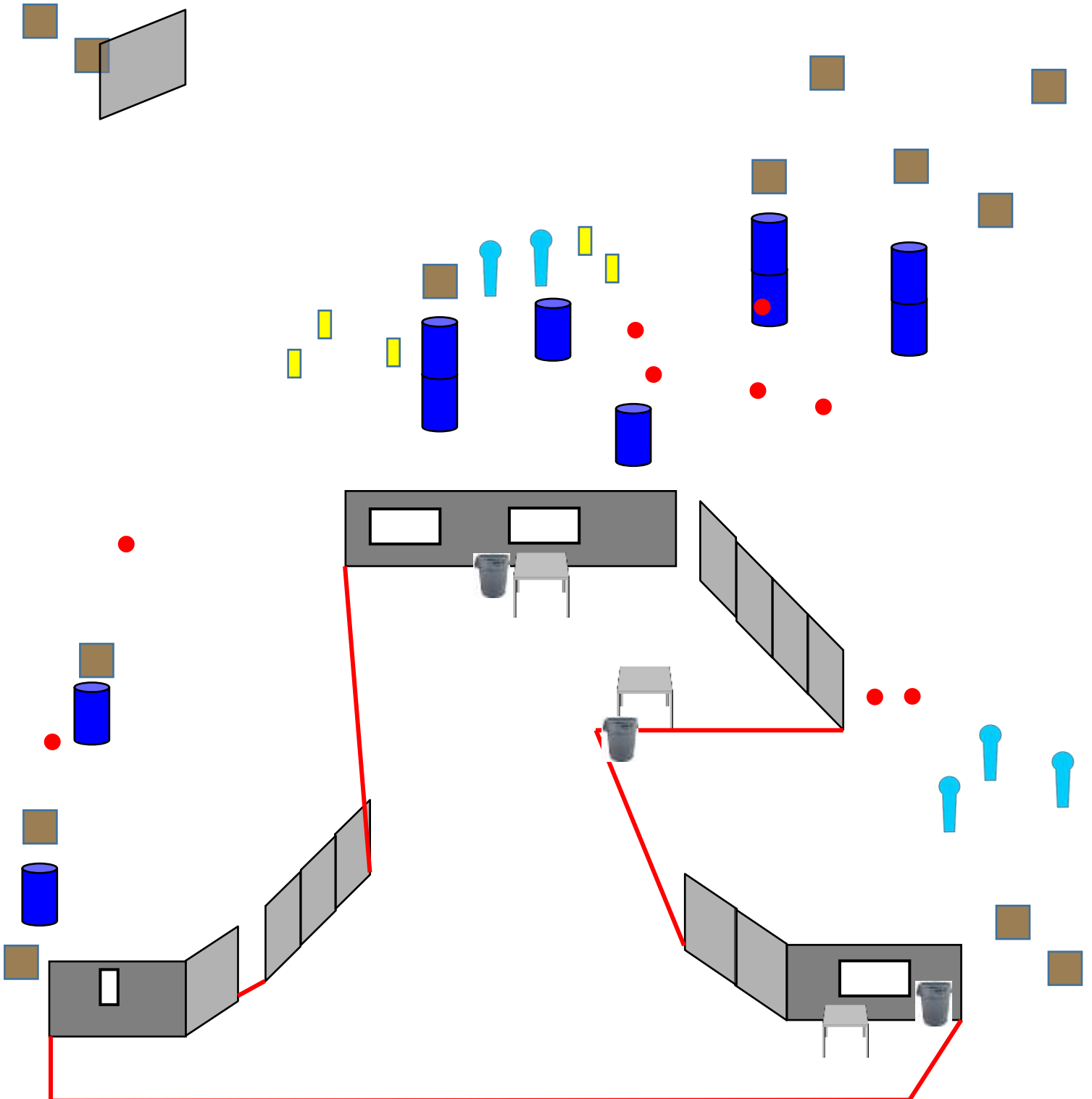
Procedure: On audible signal, engage all targets as they become available within the shooting area with appropriate firearm of choice.

RIFLE- Paper Target

SHOTGUN- Clay, Popper, Rectangular Plate, Paper with slug,

HANDGUN- Paper, Popper, Rectangular Plate

Note: Abandon RIFLE and SHOTGUN in the barrel with safety engaged or empty chamber. Shooter may not go in front or ahead of the SHOTGUN while it is on top of the table. Shooter should abandon the shotgun in a barrel if the shooter wants to go in front or downrange of the SHOTGUN.



STAGE 3

Designed by: Dojo Palines

Scoring: Time plus Penalties

Start: Audible

Targets: 10 Paper Targets, 9 Clay, 8 Poppers

Start Position: Standing on mark **hands hanging naturally at sides. Handgun in Condition 2** holstered. Shotgun on top of table loaded safety engaged. Rifle on top of table loaded safety engaged.

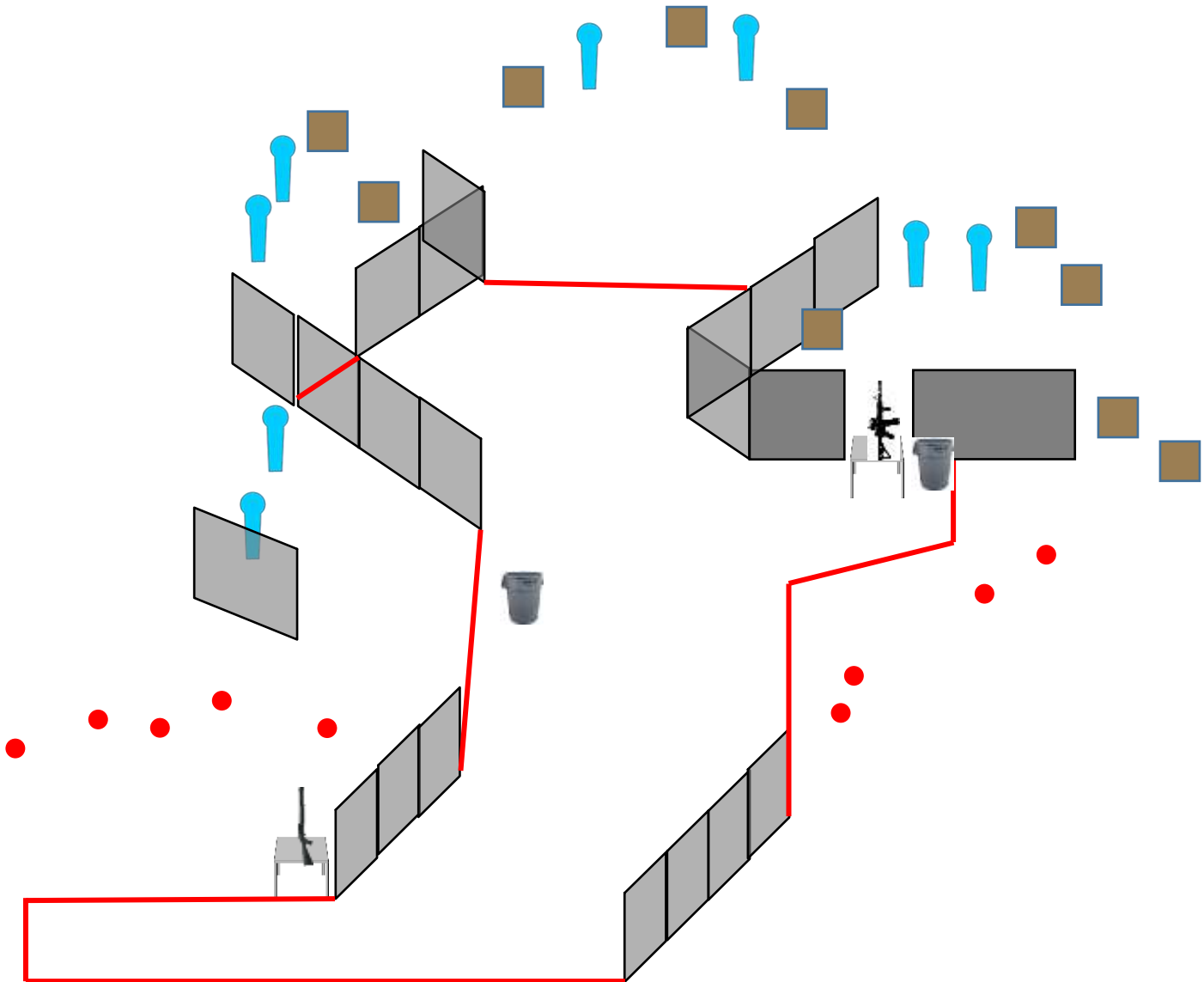
Procedure: On audible signal, engage all targets as they become available within the shooting area with appropriate firearm of choice.

RIFLE- Paper Target

SHOTGUN- Clay, Popper, Paper with slug,

HANDGUN- Paper, Popper

Note: Abandon RIFLE and SHOTGUN in the barrel with safety engaged or empty chamber. Shooter may not go in front or ahead of the SHOTGUN while it is on top of the table. Shooter should abandon the shotgun in a barrel if the shooter wants to go in front or downrange of the SHOTGUN.



STAGE 4

Designed by: Dojo Palines

Scoring: Time plus Penalties

Start: Audible

Targets: 10 Paper Targets, 8 Clay, 8 Poppers

Start Position: To be announced during the briefing

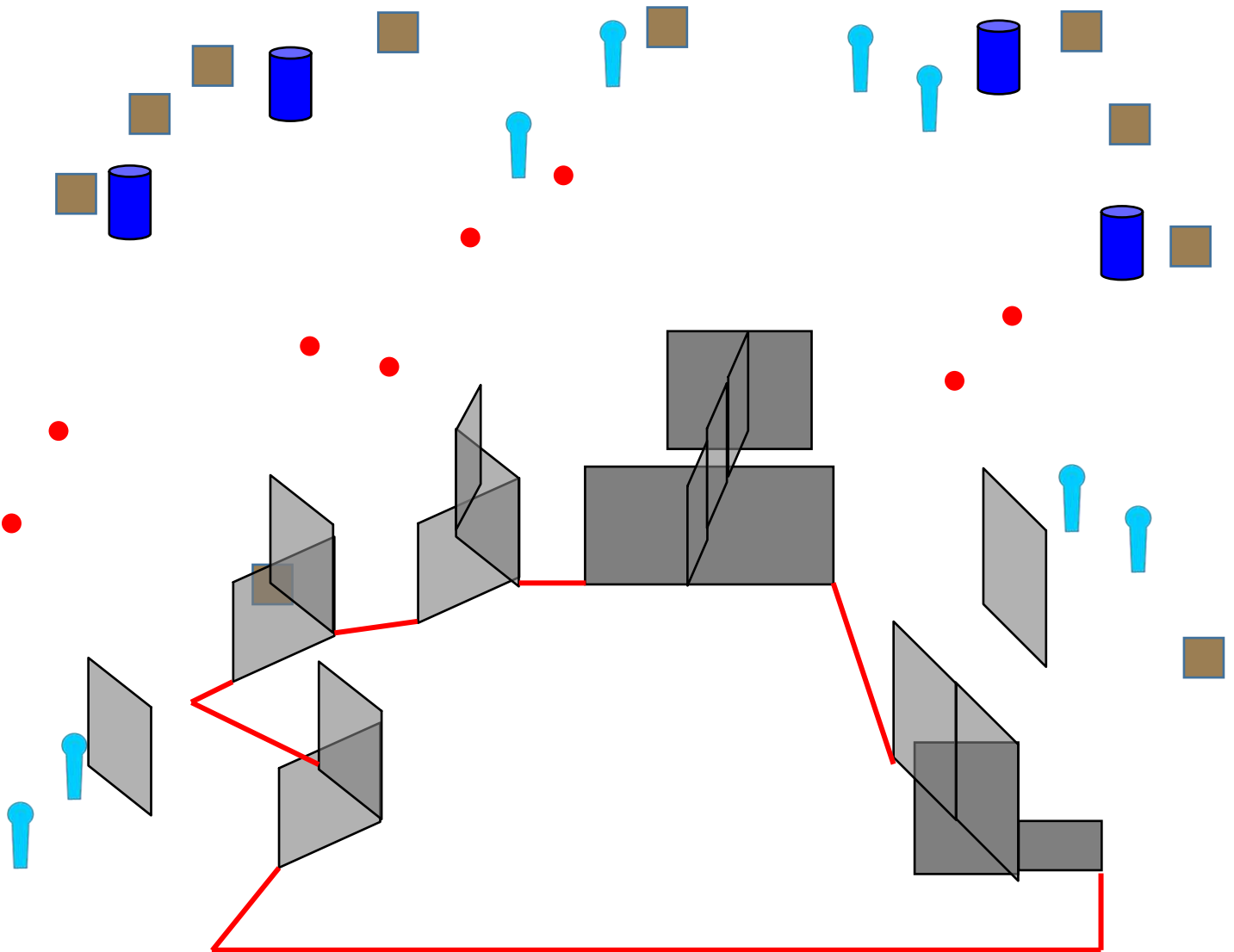
Procedure: On audible signal, engage all targets as they become available within the shooting area with appropriate firearm of choice.

RIFLE- Paper Target

SHOTGUN- Clay, Popper, Paper with slug,

HANDGUN- Paper, Popper

Note: Abandon RIFLE and SHOTGUN in the barrel with safety engaged or empty chamber. Shooter may not go in front or ahead of the SHOTGUN while it is on top of the table. Shooter should abandon the shotgun in a barrel if the shooter wants to go in front or downrange of the SHOTGUN.



STAGE 5

Designed by: Bogie Castro

Scoring: Time plus Penalties

Start: Audible

Targets: 12 Paper Targets, 10 Clay, 8 Poppers

Start Position: Standing on mark holding loaded RIFLE in Low Ready Position safety engaged. SHOTGUN loaded on top of the table. HANDGUN magazine inserted chamber empty holstered

Procedure: On

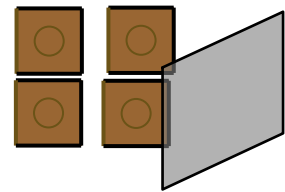
audible signal, engage all targets as they become available within the shooting area with appropriate firearm of choice.

RIFLE- Paper Target only,

SHOTGUN- Clay, Popper, Paper with slug,

HANDGUN- Paper and Popper

Note: Abandon RIFLE and SHOTGUN in the barrel with safety engaged or completely empty. Shooter may not go in front or ahead of the SHOTGUN while it is on top of the table. Shooter should abandon the shotgun in a barrel if the shooter wants to go in front or downrange of the SHOTGUN.



35 meters



10 meters

