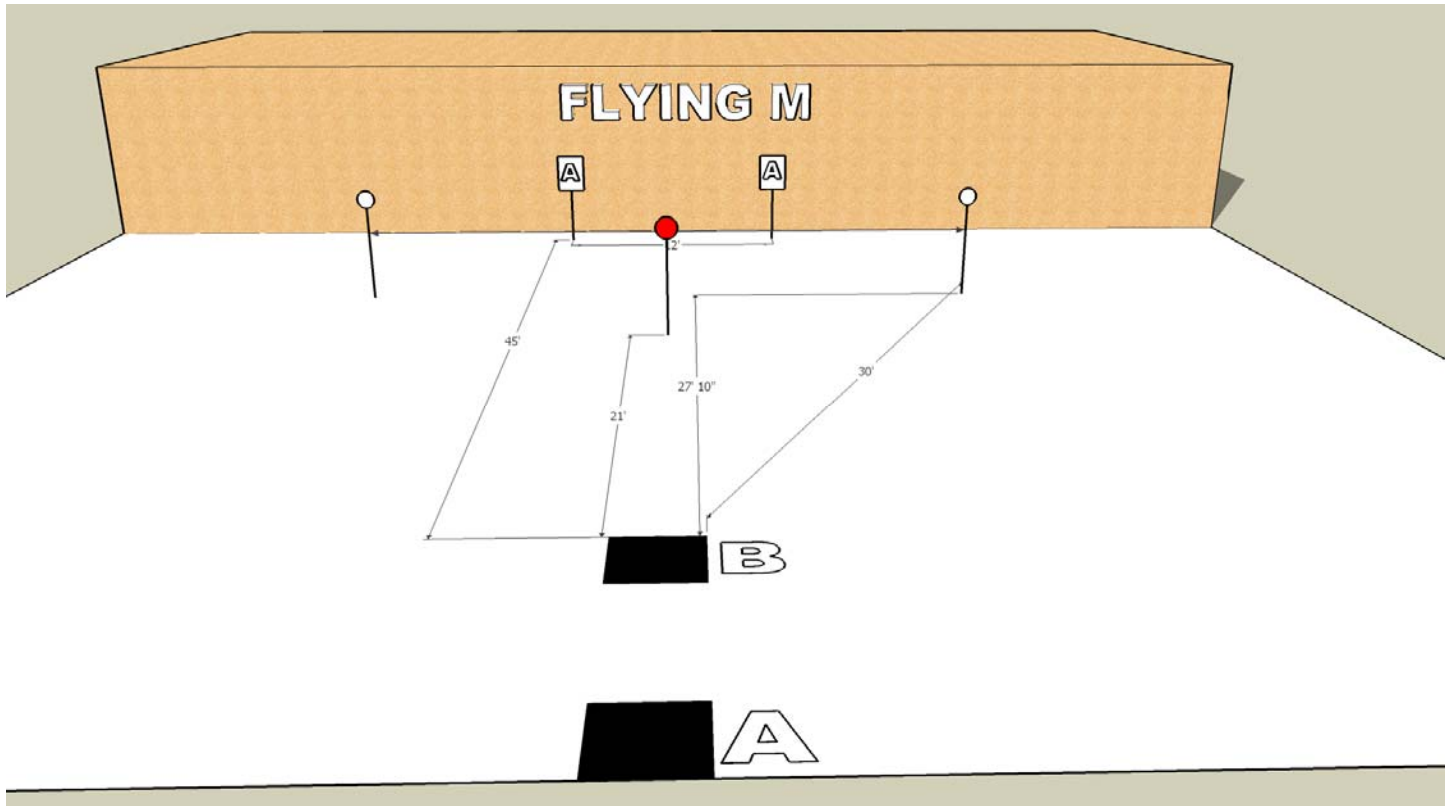


## Stage 1 – Bay 1



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

**Course of Fire:** Engage each Large Plate (A) from Box A move to Box B engage the remaining Round plates and the Stop Plate from Box B

**Stop Plate :** RED Plate

**Maximum String Time :** 30 Seconds

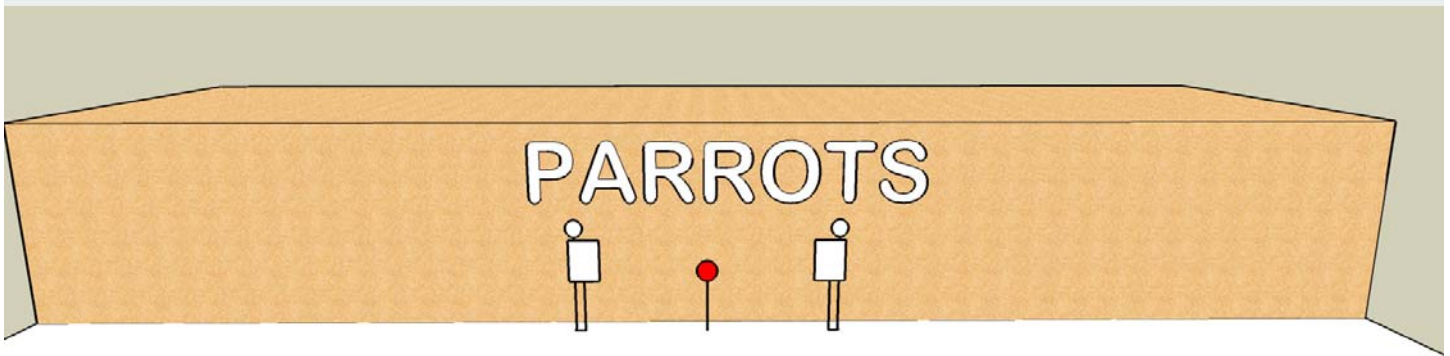
**Penalties:** 3 Seconds - Foot Fault, Creeping, Missing a Plate or out of order,  
30 Seconds – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate

\* In the Box is - Nothing touching outside the box

Equipment Required: 1- 10", 2-12", 2- 18" x 24" , 2 – Shooting Boxes

## STAGE 2 – BAY 2



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

**Course of Fire:** Engage each target with 1 round – End with Stop Plate

**Stop Plate :** RED Plate

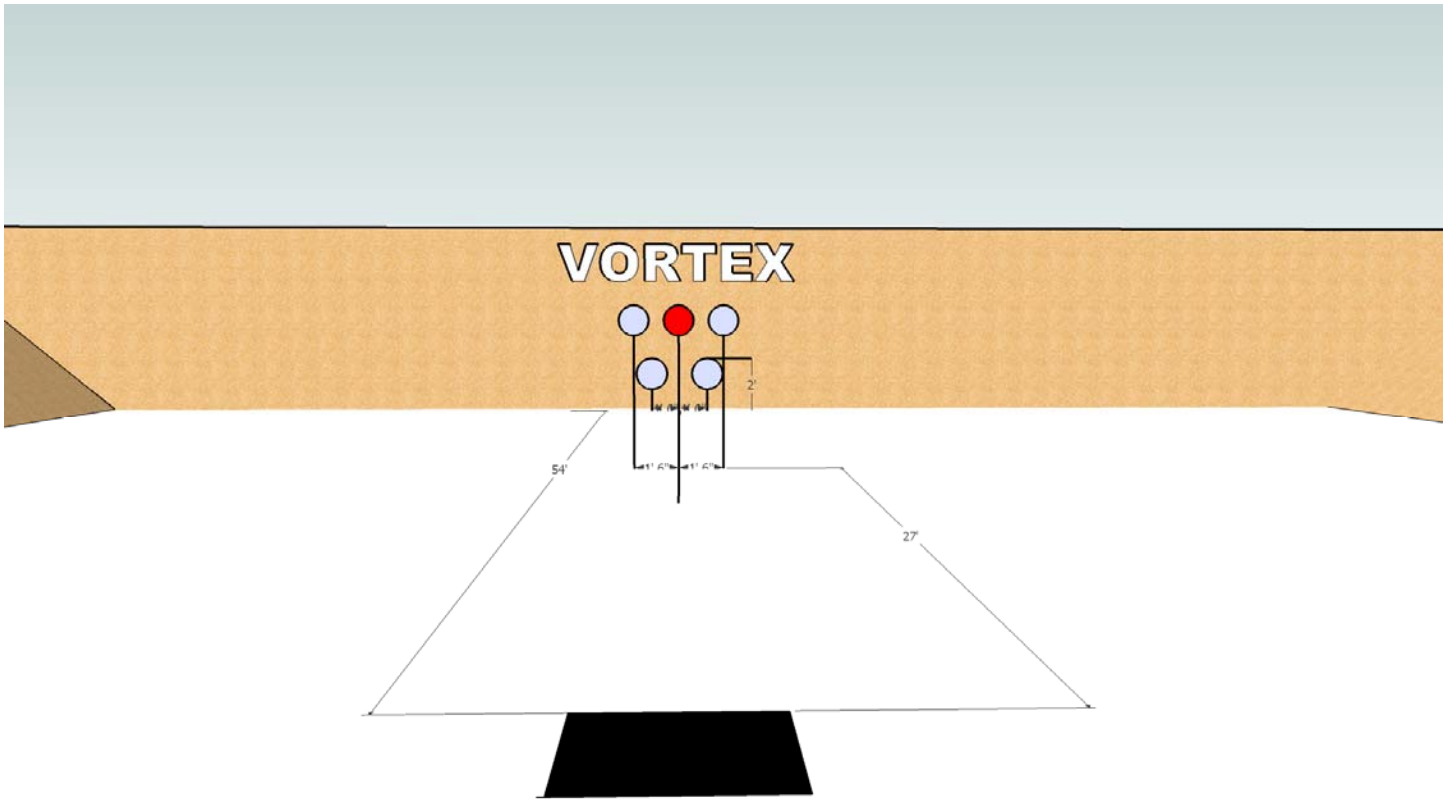
**Maximum String Time :** 30 Seconds

**Penalties:** 3 Seconds - Foot Fault, Creeping, Missing a Plate or out of order,  
30 Seconds – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate

2 – 10” Plate, 1 -12” Plates, 1 – 18 x 24 Plate, 1- Shooting Box  
1 – 3” Stick, 2 – 4’Stick, 2 – 5’

## Stage 3 – Bay 3



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

**Course of Fire:** Engage each target with 1 round – End with Stop Plate

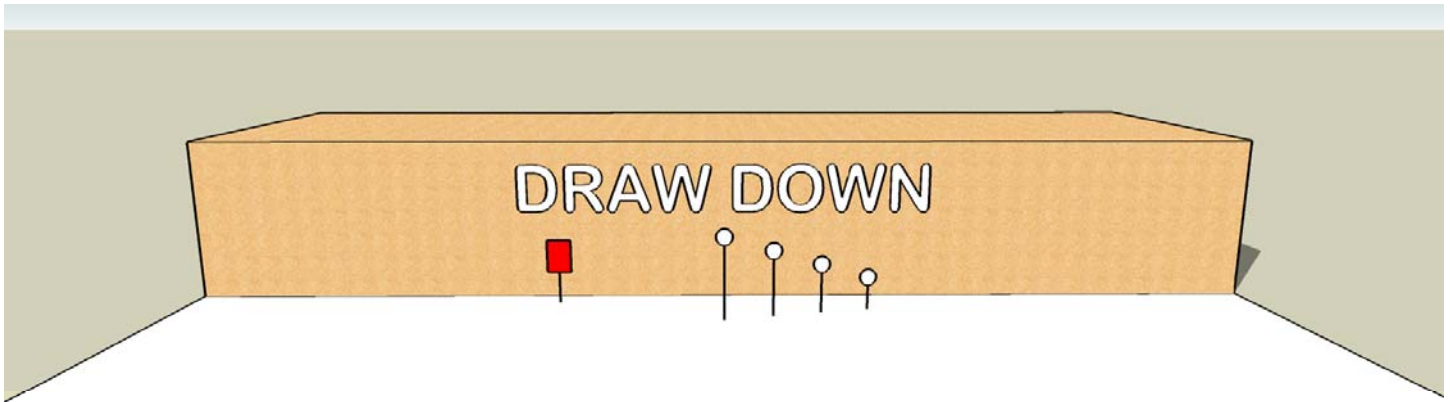
**Stop Plate :** RED Plate

**Maximum String Time :** 30 Seconds

**Penalties:** 3 Seconds - Foot Fault, Creeping, Missing a Plate or out of order,  
30 Seconds – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate

## STAGE 4 – BAY 4



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

**Course of Fire:** Engage each target with 1 round – End with Stop Plate

**Stop Plate :** RED Plate

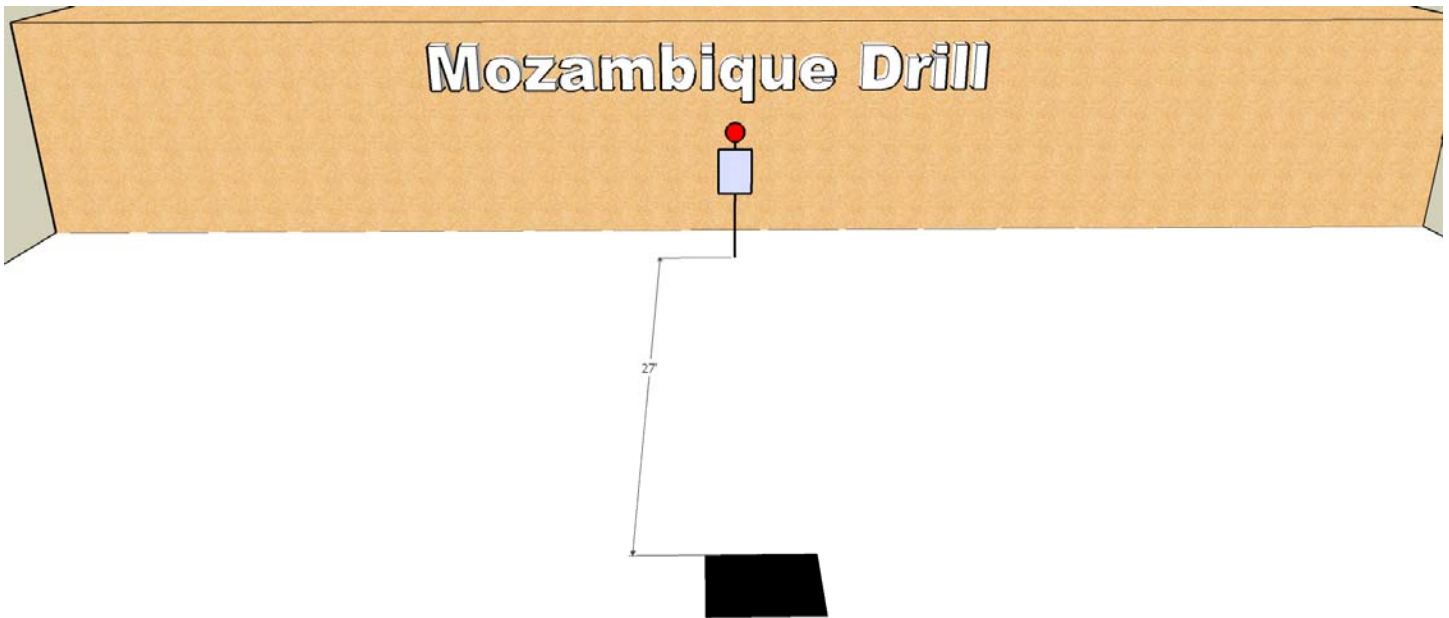
**Maximum String Time :** 30 Seconds

**Penalties:** 3 Seconds - Foot Fault, Creeping, Missing a Plate or out of order,  
30 Seconds – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate

1 – 10” Plate, 4 -12” Plates, 1- Shooting Box  
1 – 2’ Stick, 2 – 3” Stick, 1 – 4’ Stick, 1 – 5’

## Stage 5 – Bay 5



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

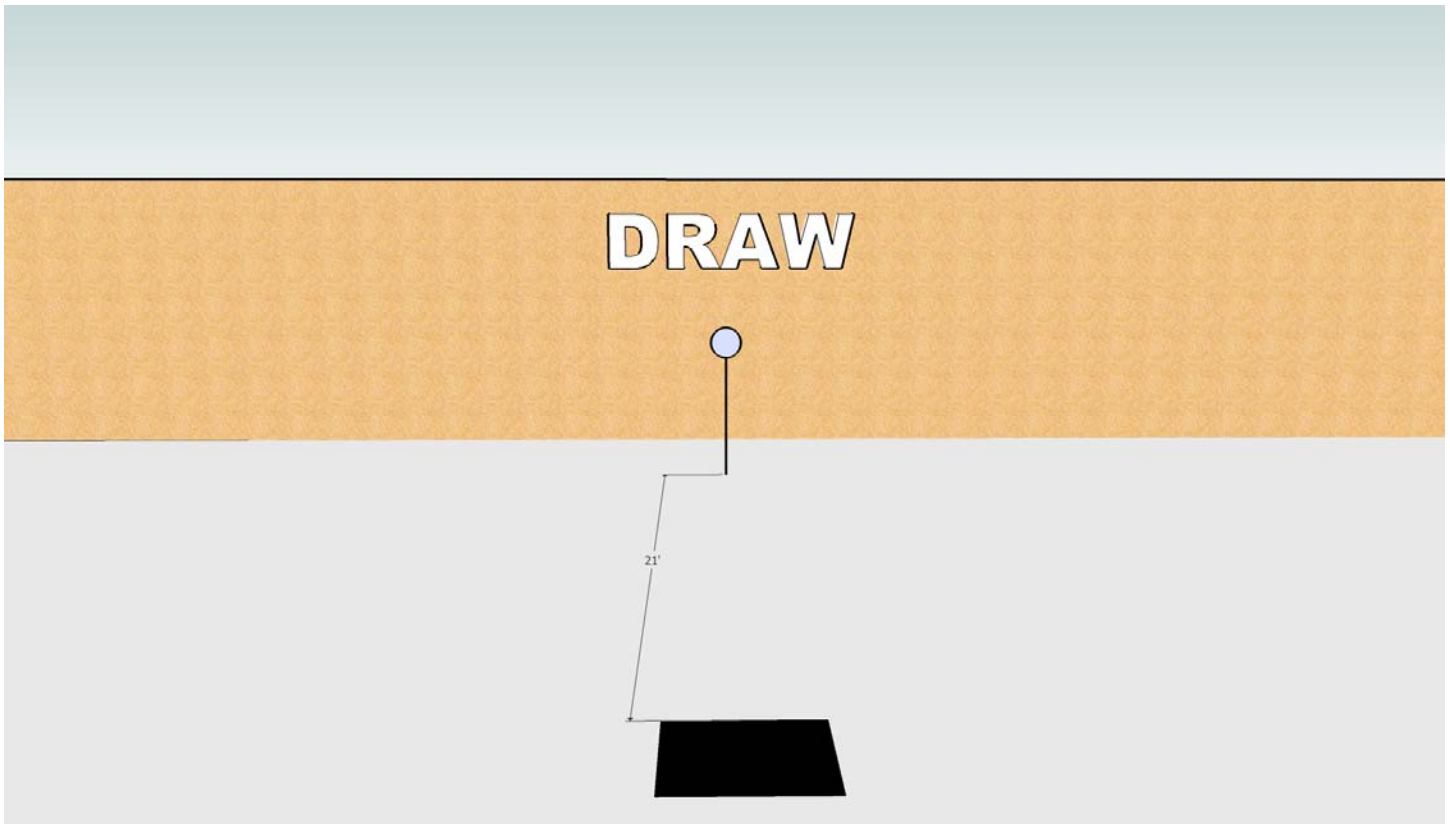
**Course of Fire:** Engage Large Target with 2 rounds then Stop Plate

**Stop Plate :** Red Plate

**Penalties:** **3 Seconds** - Foot Fault, Creeping, Missing a Plate or out of order,  
**5 Seconds** – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate

## Stage 6 – Bay 5



**Start Position:** Facing Down Range with Wrist above Shoulders and Firearm Holstered  
\*\*\*\*\* (RimFire – Pointed at muzzle stick)

**Course of Fire:** Engage target with 1 round (**ONLY**)

**Stop Plate :** One Shot - Time or 5 Seconds for a Miss

**Maximum String Time :** 5 Seconds

**Penalties:** 3 Seconds - Foot Fault, Creeping, Missing a Plate or out of order,  
5 Seconds – Missing Stop Plate

\*Missed Plates can not be made up after hitting the stop plate