



STAGE 1

Muzzleloader Range

“Fish in Bruce’s Barrel”

14 – Slug targets

Par Time – 120 seconds

- **Start Position:** shooter standing in start box on DOWNRANGE side of Bourbon Barrel facing UPRANGE, hands on BUTT
- **Firearm Condition:** shotgun loaded to Division capacity with EMPTY chamber, nothing on lifter, bolt closed and muzzle down in Bourbon Barrel
- **Stage Procedure:** at signal, engage steel targets with SLUGs with one called hit each from each of the three Shooting Boxes – A, B and C (total of nine hits, 3x3); and engage paper targets with SLUGs from in-between Shooting Boxes B and C only. Shooting Boxes B and C may be accessed in any order, but paper targets MAY NOT be engaged until after steel targets have been engaged from second shooting box. Paper targets scored per Match Rules. Steel targets are called hit.

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STAGE 2

Wooded Ravine

“Jimmy’s Holler”

4 – Buckshot targets
30 – Birdshot targets

Par Time – 180 seconds

- **Start Position:** shooter facing downrange standing inside Shooting Box A
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at low ready
- **Stage Procedure:** at signal, engage falling steel, pepper poppers and ground clays with BIRDSHOT only; and engage round static targets with BUCKSHOT only. Buckshot targets may only be engaged from Shooting Box A or Shooting Box B. BUCKSHOT targets are called hit. Steel must fall to score. Clays must break to score (a BB hole constitutes a “break”).

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STAGE 3

Rifle Range

“Nightmare on Candy Cane Street”

5 – Slug targets
3 – Buckshot targets
15 – Birdshot targets
1 – Bonus Slug target

Par Time – 180 seconds

- **Start Position:** shooter standing in Start Box facing downrange
- **Firearm Condition:** shotgun COMPLETELY EMPTY with bolt closed and loading port facing ground at port arms
- **Stage Procedure:** at signal, engage falling steel with BIRDSHOT only from anywhere within shooting area; engage Target Arrays A, B and C from corresponding Shooting Boxes A, B and C only; and engage Target Array D from Shooting Box C only. SLUG targets are called hit. Steel must fall to score. Clays must break to score (a BB hole constitutes a “break”). All walls extend from the ground to infinity.
 - Target Arrays A, B and C each consist of one ground clay (BIRDSHOT only), one pepper popper (BUCKSHOT only) and one B/C steel target (SLUGS only). Targets may be engaged in any order from corresponding shooting box.
 - Target Array D consists of two pepper poppers (BIRDSHOT only) and two B/C steel targets (SLUGS only). Targets may be engaged in any order.
 - Bonus Target (18” x 24” steel plate) may be engaged up to four times total from any of the shooting boxes with hits earning the following stage time deductions:
 - HIT from Starting Box, -15 second bonus
 - HIT from Shooting Box A, -12 second bonus
 - HIT from Shooting Box B, -10 second bonus
 - HIT from Shooting Box C, -5 second bonus
 - UP TO two bonus hits will count.

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STAGE 4 Gun Dog Road “On Point”

30 – Birdshot targets

1 – Birdshot spinner

Par Time – 180 seconds

- **Start Position:** shooter facing downrange, heels on start line
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at port arms
- **Stage Procedure:** at signal, engage falling steel targets and spinner with BIRDSHOT only. Failure to successfully spin the spinner at least one full revolution will incur a +30 second penalty. Steel must fall to score.

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STAGE 5

AirGun Range

“THE Big Puma’s Playground”

2 – Slug targets
3 – Buckshot targets
32 – Birdshot targets
2 – Birdshot spinners

Par Time – 180 seconds

- **Start Position:** shooter facing downrange standing inside shooting box
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at low ready
- **Stage Procedure:** at signal, from shooting box only engage static steel plates with SLUGS only; from within larger shooting area, engage falling steel targets and double spinner with BIRDSHOT only; and engage pepper poppers with BUCKSHOT only. Failure to successfully spin each spinner at least one full revolution will incur a +30 second penalty per spinner. SLUG targets are called hit. Steel must fall to score.

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CLASSIC
Arms & Archery



STAGE 6
Pit 3
“The Pendulums in the Pit”

6 – Slug targets
4 – Buckshot targets
12 – Birdshot targets
2 – Texas Stars

Par Time – 150 seconds

- **Start Position:** shooter standing inside shooting area with toes on either front fault line
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at low ready
- **Stage Procedure:** at signal, from designated shooting area engage paper targets with SLUGS only; engage Minute Men with BUCKSHOT only; and engage falling steel and Texas Stars with BIRDSHOT only. All walls extend from the ground to infinity. Paper targets scored per Match Rules. Steel must fall to score.

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STAGE 7
Pit 3 Grass
“Buck a Bunch of Spinners”

3 – Buckshot spinners
4 – Buckshot targets
34 – Birdshot targets

Par Time – 180 seconds

- **Start Position:** shooter standing outside shooting box facing downrange, toes on rearmost fault line
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at low ready

Stage Procedure: at signal, from shooting box only engage double spinner with BUCKSHOT only; and from shooting box and/or designated shooting area, engage falling steel targets and clays (both ground and aerials) with BIRDSHOT only; and engage pepper poppers and single spinner with BUCKSHOT only. All walls extend from the ground to infinity. Activators must be activated prior to engaging the activated target. Failure to successfully spin each spinner at least one full revolution will incur a +30 second penalty per spinner. Steel must fall to score. Clays must break to score (a BB hole constitutes a “break”).

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STAGE 8
Pit 4, LEFT
“Buck Up, Buttercup!”

9 – Buckshot targets
19 – Birdshot targets

3 Strings of Fire

String One

- **Start Position:** shooter standing in either Box A or Box C facing downrange
- **Firearm Condition:** shotgun loaded with nine rounds only of BUCKSHOT with safety engaged at low ready
- **String Procedure:** at signal, engage nine steel targets with BUCKSHOT only, Virginia Count; no makeup shots. If using Box A, engage Array A only. If using Box C, engage Array C only. Steel must fall to score.

String Two

- **Start Position:** shooter standing in Box B facing downrange
- **Firearm Condition:** shotgun COMPLETELY EMPTY with bolt closed and loading port facing ground at port arms
- **String Procedure:** at signal, engage 10 steel plates with BIRDSHOT Only. Steel must fall to score.

String Three

- **Start Position:** shooter standing in Box B facing downrange
- **Firearm Condition:** shotgun at port arms with safety engaged OR EMPTY; bolt may be open or closed. Shooter IS NOT PERMITTED to have loaded any additional ammunition off-the-clock following the conclusion of String Two.
- **String Procedure:** at signal, proceed to Box A or C and engage remaining nine targets with BIRDSHOT only. If using Box A, engage Array A only. If using Box C, engage Array C only. Steel must fall to score.

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STAGE 9 Pit 4, RIGHT “Port of Wilmore”

4 – Slug targets
4 – Buckshot targets
18 – Birdshot targets

Par Time – 120 seconds

- **Start Position:** shooter standing outside either shooting area facing downrange, toes on rearmost fault line
- **Firearm Condition:** shotgun loaded to Division capacity with safety engaged at low ready
- **Stage Procedure:** at signal, from designated shooting areas engage paper targets with SLUGS only; engage pepper poppers with BUCKSHOT only; and engage falling steel with BIRDSHOT only. All walls extend from the ground to infinity. Paper targets scored per Match Rules. Steel must fall to score.

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