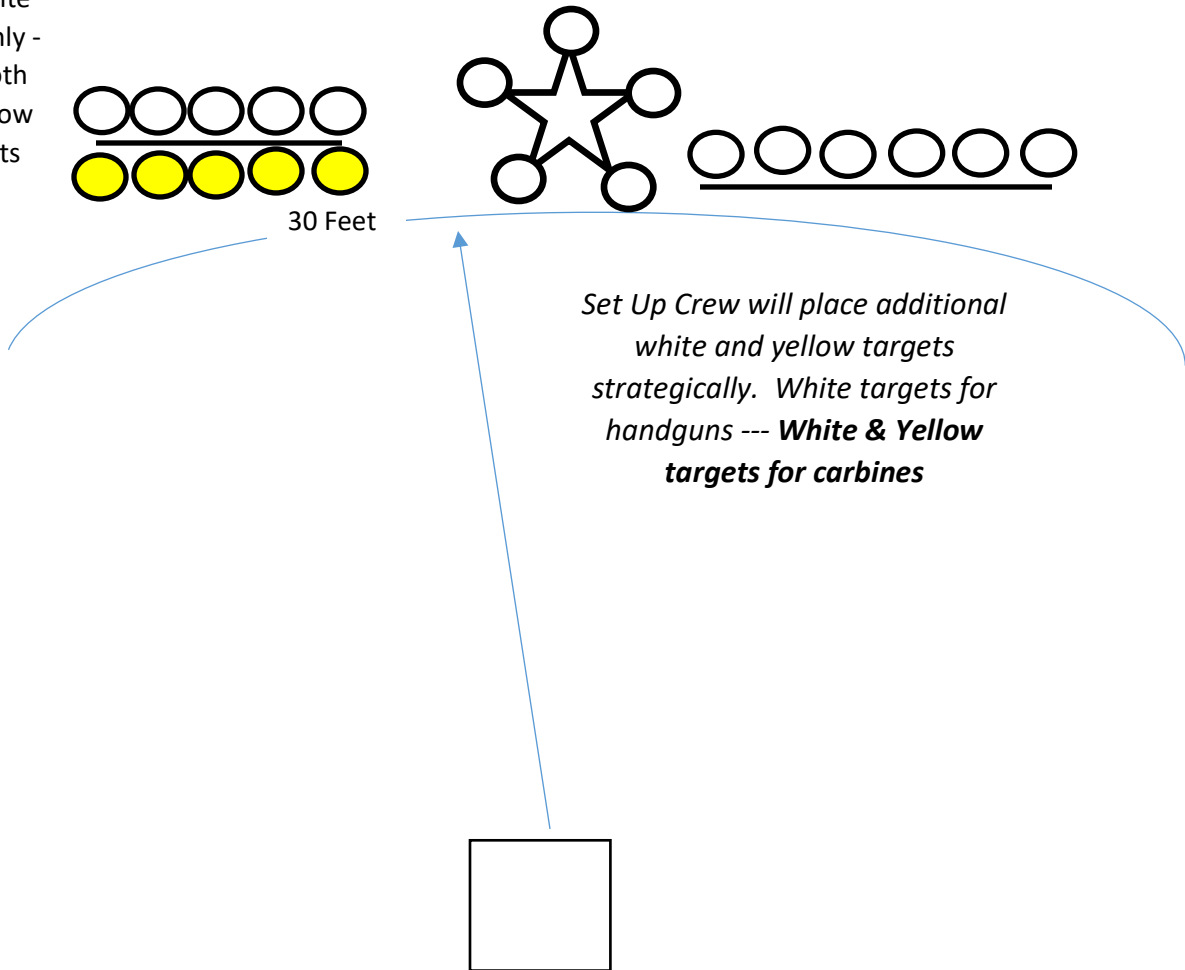


**STAGE 1 (Bay 8) "21 and 31" Handguns 21 Targets, Carbines 31 Targets**

Handguns, white top targets, only -  
--Carbines, both white and yellow (flipped) targets



From Starting Position (Down 45 degrees) – Carbines top off at Max. 25 rounds of Ammo.

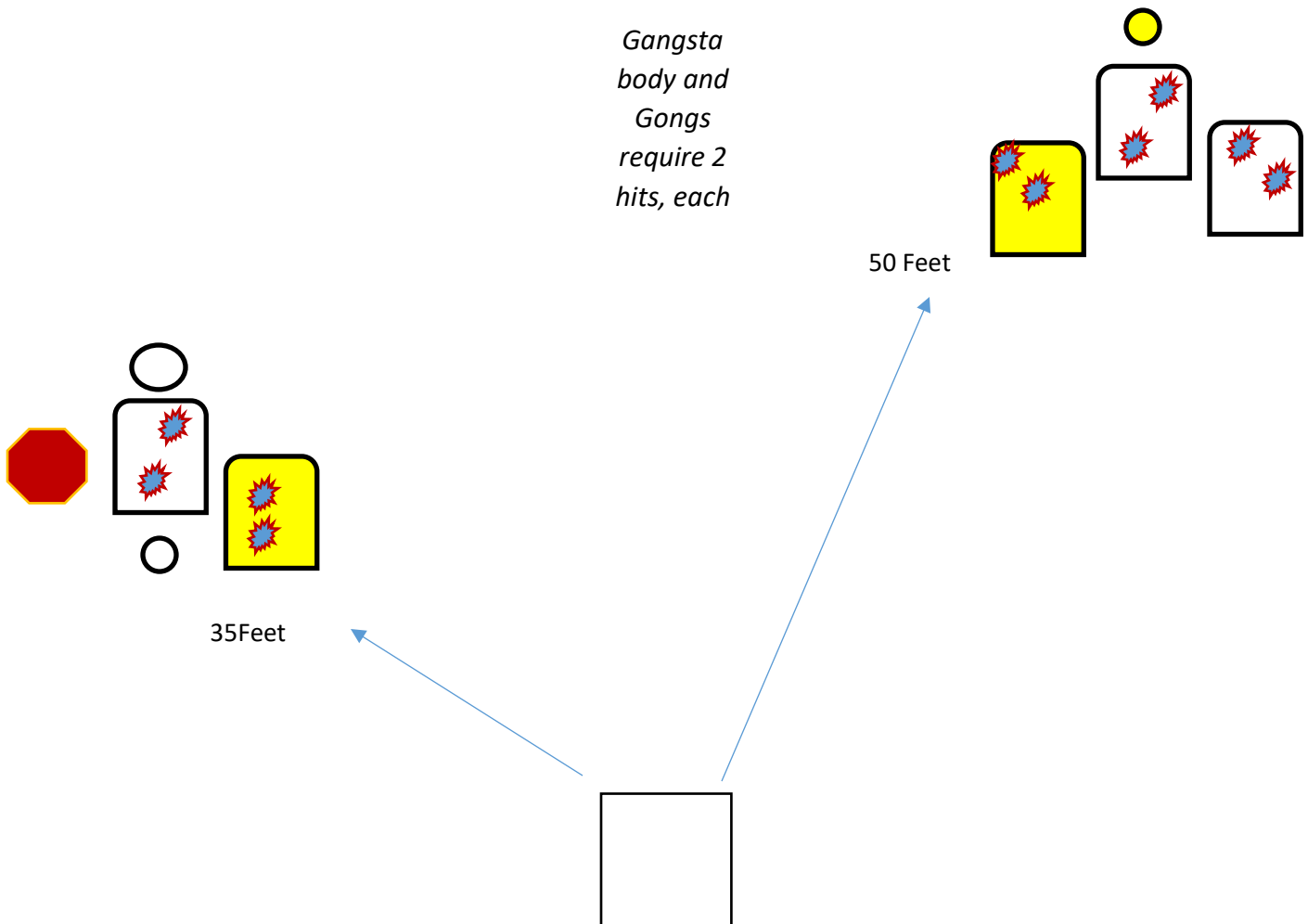
At start signal, engage targets in any order

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 100 seconds. . .

**IMPORTANT FOR YOUR SCORE PERFORMANCE:**

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW
- Targets left "un-hit" within your gun division add 3 seconds each to your score
- **One Run Only**

**STAGE 2 (Bay 7) "Big-uns" 3 runs X [Handguns 9 targets] and [Carbines, 14 targets]**



From Starting Position (Down 45 degrees)

At start signal, first, engage applicable regular targets (in any order)

- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **THREE (3) Runs - - - Maximum time is 40 seconds. . .**

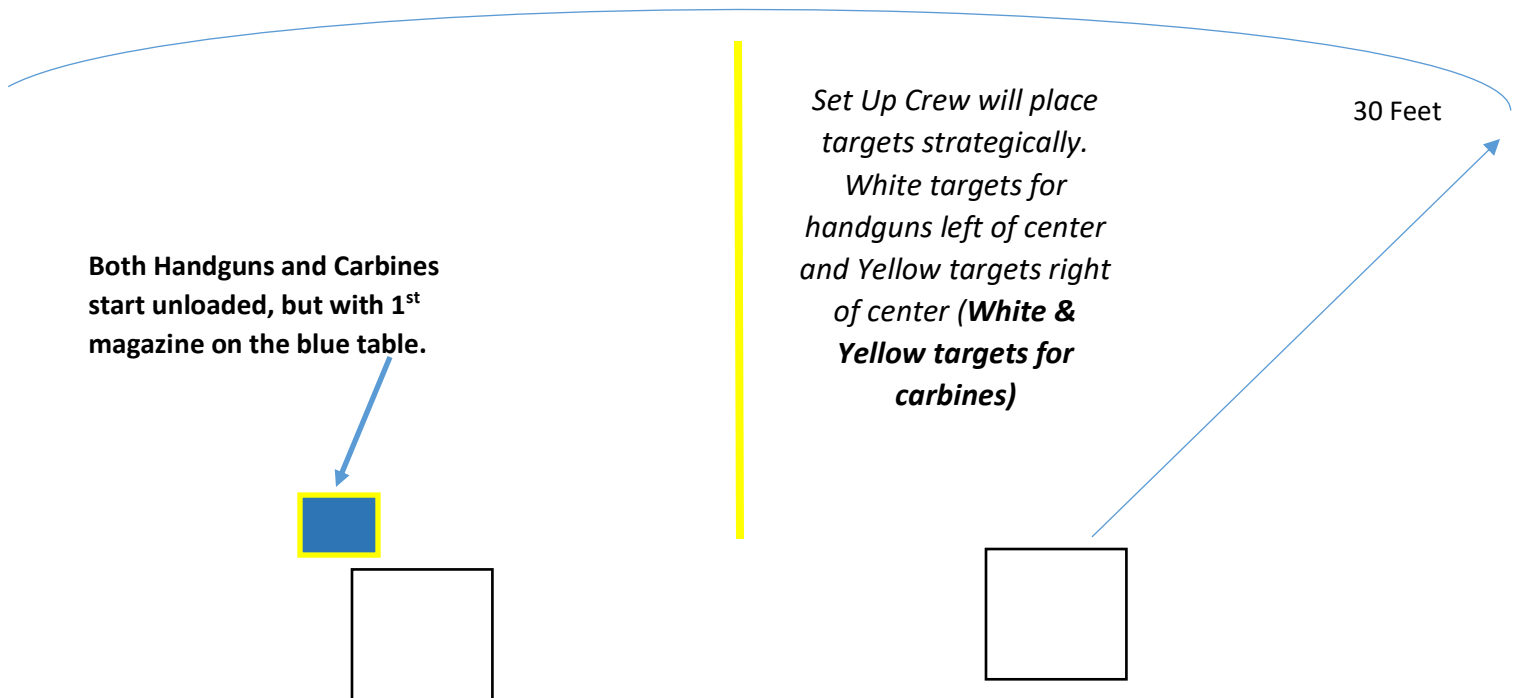
**IMPORTANT FOR YOUR SCORE PERFORMANCE:**

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets
- Targets left "un-hit" within your gun division add 3 seconds each to your score

**STAGE 3 (Bay 6) "" Handguns 16 white targets, Carbines 30 (white+yellow) Targets**

9 White Poppers, 4 White Knock Offs,  
One White Gansta (2 hits to body and  
1 hit to head)

7 YELLOW Poppers, 4 YELLOW Knock  
Offs, One YELLOW Gansta (2 hits to  
body and 1 hit to head)



**FIREARM is UNLOADED at Starting Position (Down 45 degrees), 1<sup>st</sup> Magazine is on the blue table**

At start signal, load firearm and engage applicable target plates; noting that **CARBINES** must first shoot white target from the left shooting box and then move to the right shooting box before engaging the YELLOW targets.

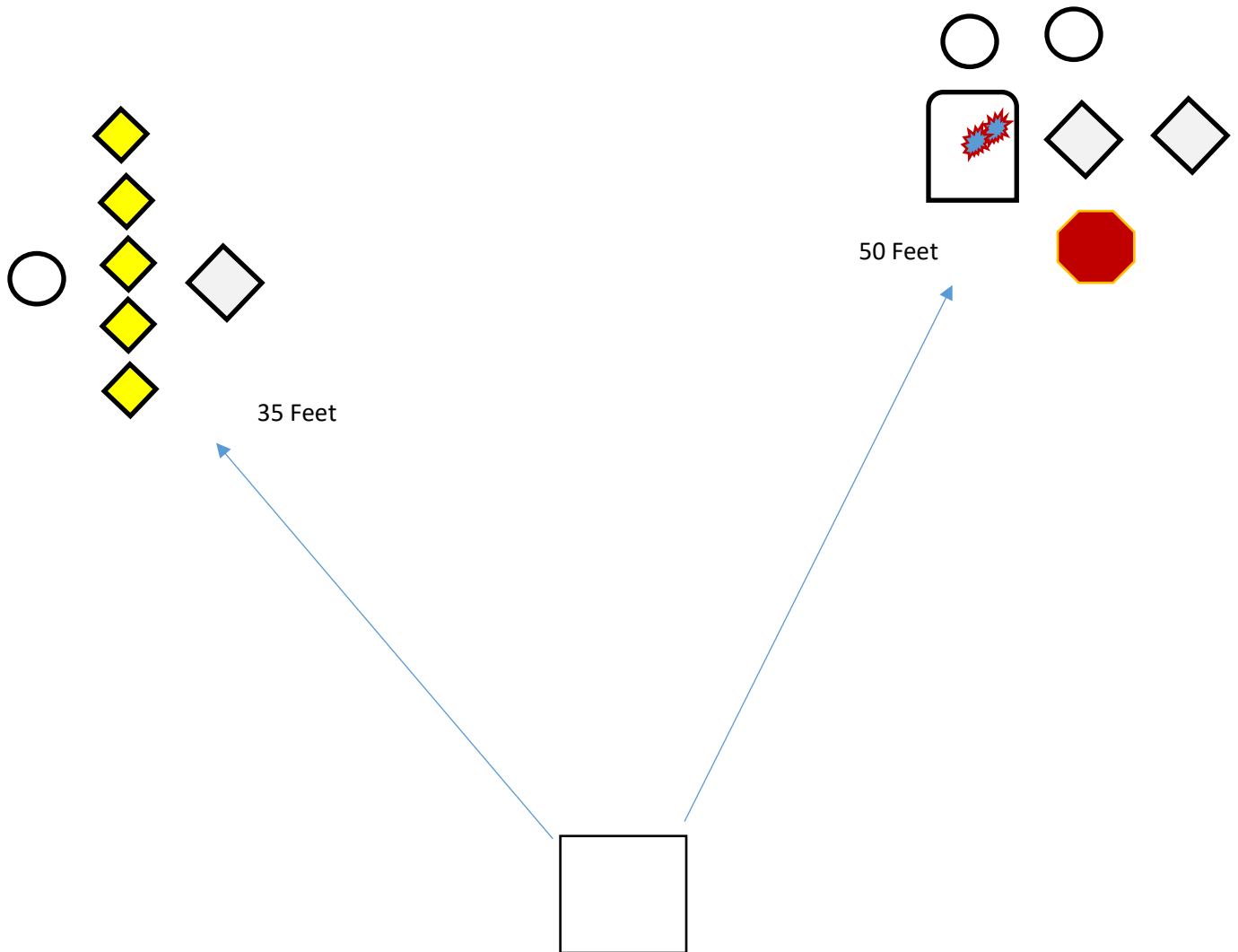
**Handguns engage only the white targets from the left shooting box.**

- Targets that are clearly hit, but do not fall are counted as hits
- One (1) Run - - - Maximum time is 100 seconds. . .

**IMPORTANT FOR YOUR SCORE PERFORMANCE:**

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW from applicable target box
- Targets left "un-hit" within your gun division add 3 seconds each to your score

**STAGE 4 (Bay 5) "Lead Spread" 3 runs X Handguns 9 Target Ops (Carbines, 3 x 14)**



From Starting Position (Down 45 degrees)

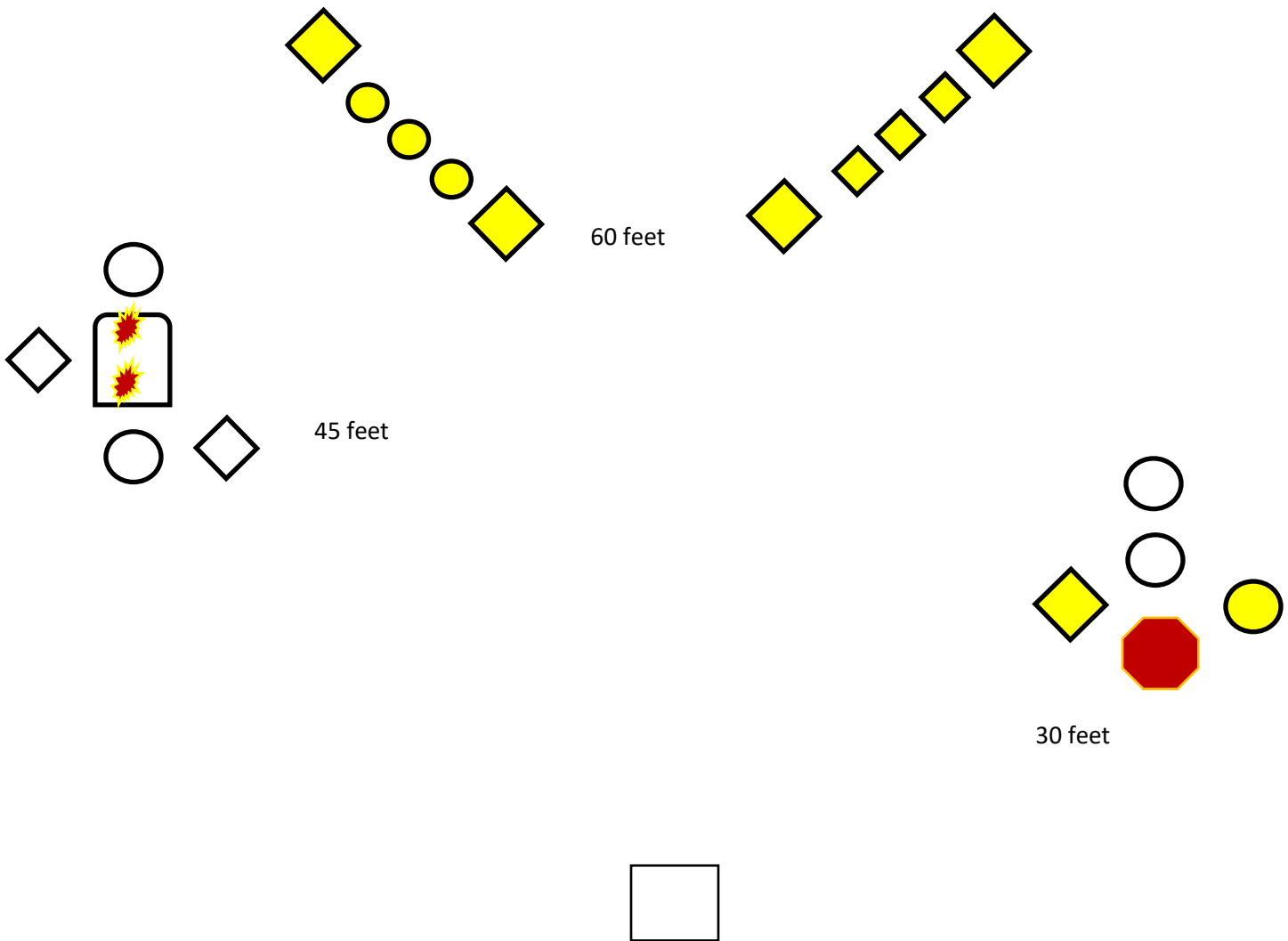
At start signal, engage regular targets in any order

- However, shoot STOP Plate last; otherwise MAX Time is scored
- THREE (3) Runs - - - Maximum time is 40 seconds. . .

**IMPORTANT FOR YOUR SCORE PERFORMANCE:**

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets (Yellow not shown on this diagram)
- Targets left "un-hit" within your gun division add 3 seconds each to your score.
- FAILURE TO HIT STOP PLATE IS MAX. TIME = 40 Seconds

**STAGE 5 (Bay 4) "Super Duper" 3 runs x Handguns 9 Target Ops (Carbines, 3 x 22)**



From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- Shoot the STOP Plate Last
- Three (3) Runs - - - Maximum time is 50 seconds. . .

**IMPORTANT FOR YOUR SCORE PERFORMANCE:**

- Handguns only need to hit WHITE targets (no penalty for hitting YELLOW, just additional clock time)
- Carbine to hit WHITE and YELLOW targets
- Targets left "un-hit" within your gun division add 3 seconds each to your score
- FAILURE TO HIT STOP PLATE IS MAX. TIME = 40 Seconds