

**STAGE 1 "Long Stop" 4 Runs x 9 Target Ops**

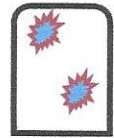


90 "plus" feet and this **STOP gong**  
(Carbines only) needs only one hit

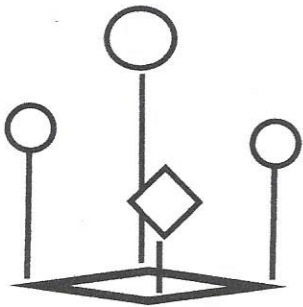
60 feet (Handguns only)  
**STOP Plate**



Gong requires  
two hits



45 feet



30 feet

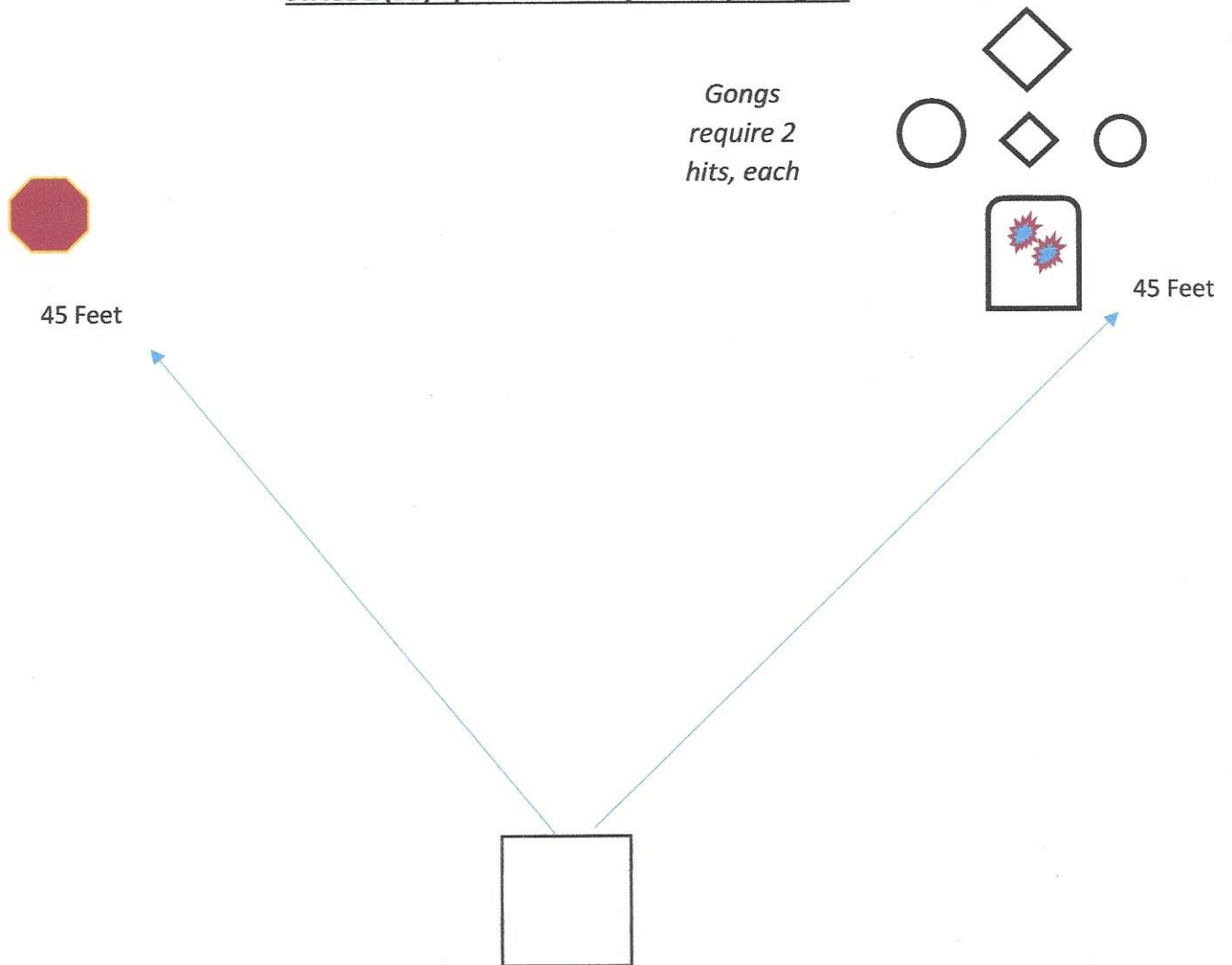


From Starting Position (Down 45 degrees)

At start signal, engage regular targets in any order

- Handguns shoot Red Stop Plate to end the String
- Carbines shoot Amber Stop Gong (once is all that's needed) to end the String
- Four (4) Runs - - - Maximum time is 40 seconds. . . Failure to hit Stop is Max. Time

**STAGE 2 (Bay 7) "Seven Bells" [4 runs by 7 targets]**

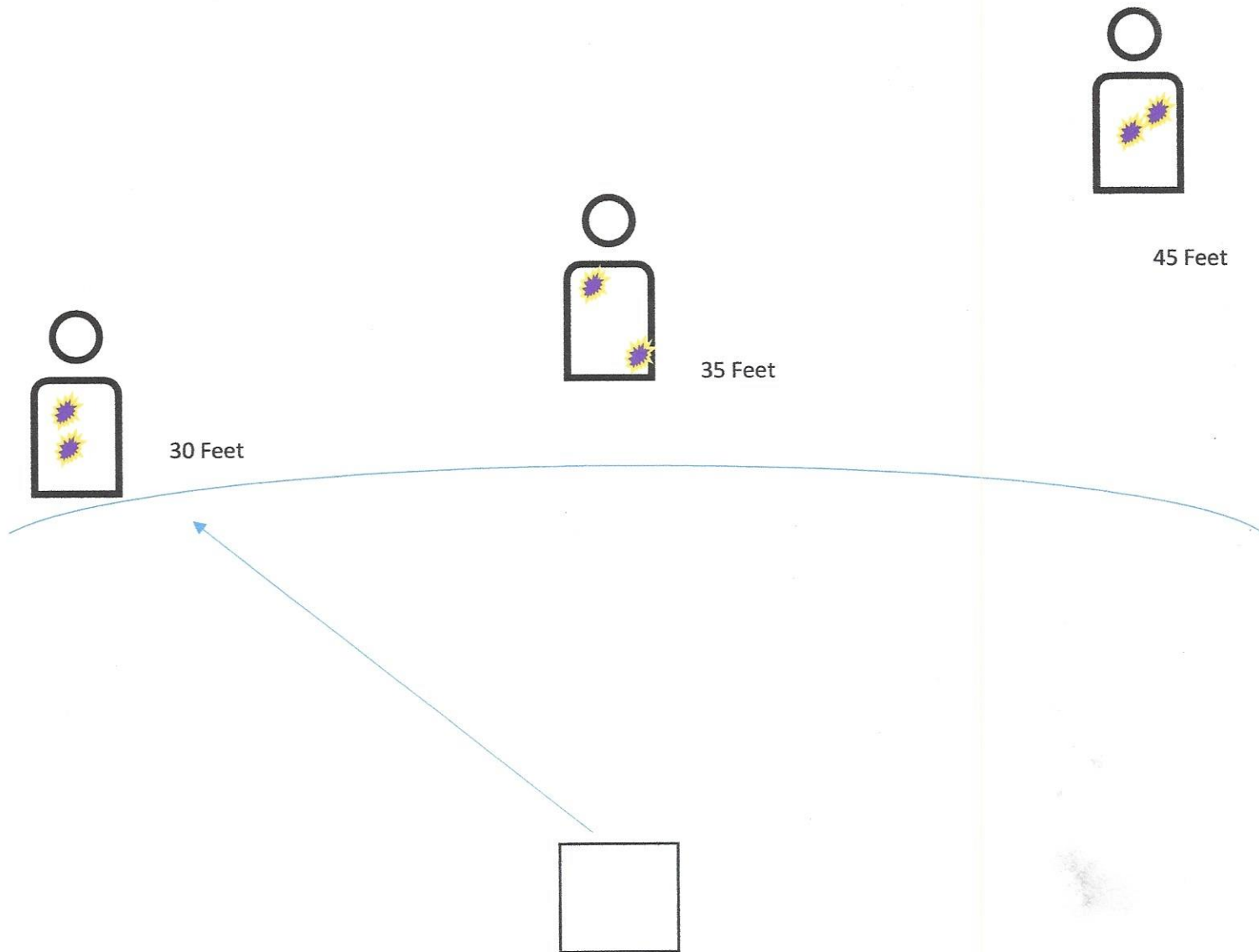


From Starting Position (Down 45 degrees)

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

- Note that the GONG requires 2 hits
- 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. . . failure to hit Stop Plate is Max. time . . .**

<sup>3</sup>  
**STAGE 1 (Bay 8) "Three Bad Dudes" Both Handguns and Carbines 9 targets -times- 3 run strings**



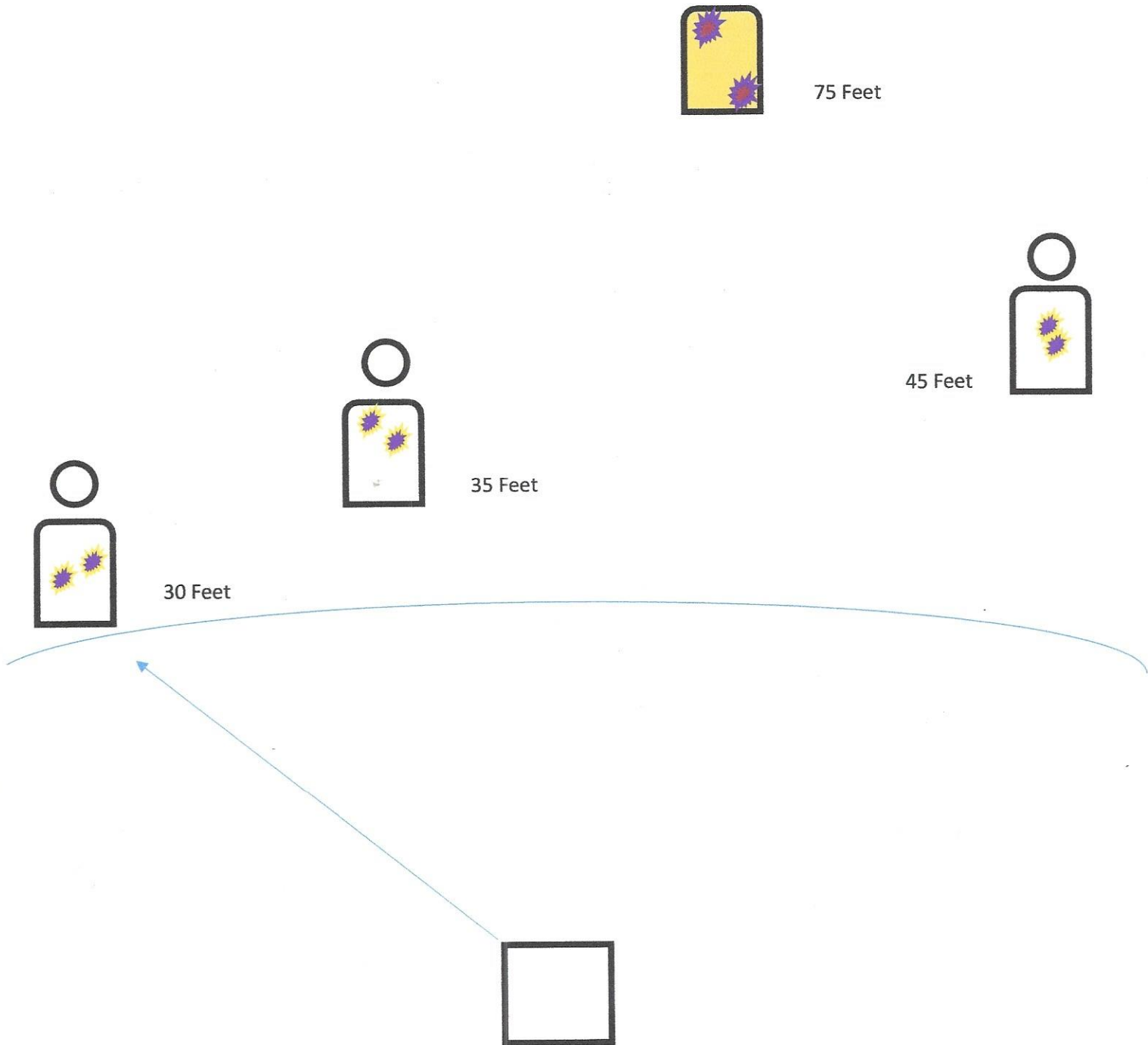
**Start Position (Down 45 degrees)**

At start signal

- Engage target plates in any order; however, gangsta gongs get two hits to the body and one hit to the head
- Plates left un-hit are scores with 3 seconds, each occurrence, added to run time
- Three (3) Runs, Only and Maximum Time is 40 Seconds

**STAGE 4 "Double Tapp'in" :**

Handguns 4 Runs x 9 Target Operations (White Steel Only)  
Carbines 4 Runs x 11 Target Operations (White and Yellow Steel)



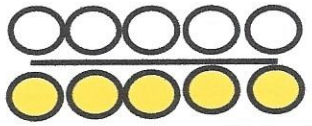
**Start Position (Down 45 degrees)**

At start signal

- Engage target plates in any order; however, gangsta gongs get two hits to the body and one hit to the head
- Plates left un-hit are scores with 3 seconds, each occurrence, added to run time
- Three (3) Runs, Only and Maximum Time is 40 Seconds

## STAGE 5 "Box 'o Chocolates" Calamity, A bunch of Targets

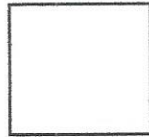
Handguns, white  
top targets, only -  
--Carbines, both  
white and yellow  
(flipped) targets



35 Feet



Surprise, there will be more  
targets, but "you never know  
what you're going to get"



From Starting Position (Down 45 degrees)

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, Maximum TIME is 90 Seconds**