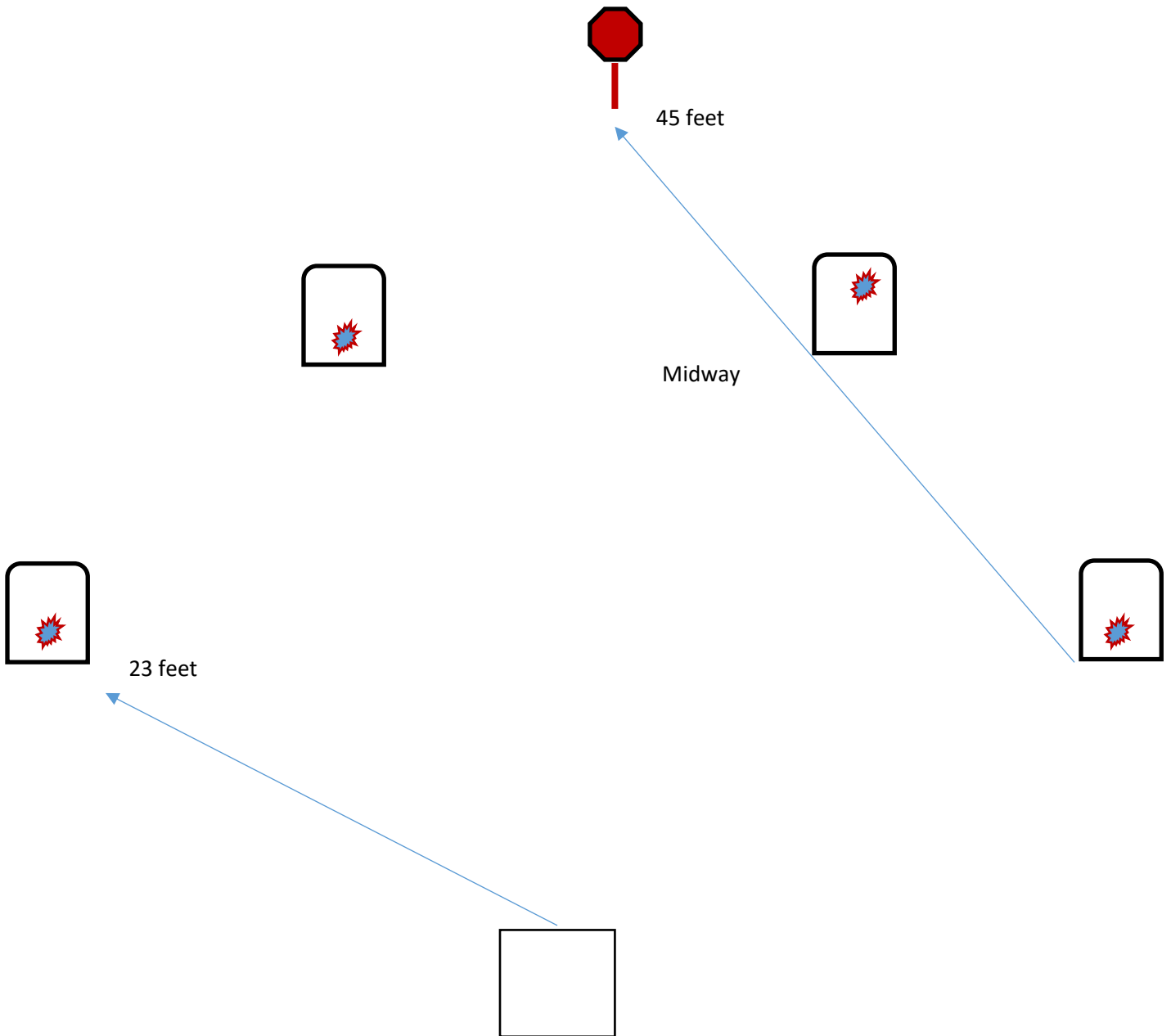


STAGE 1 "A Little Smoke" 5 Target Ops x 5 Runs

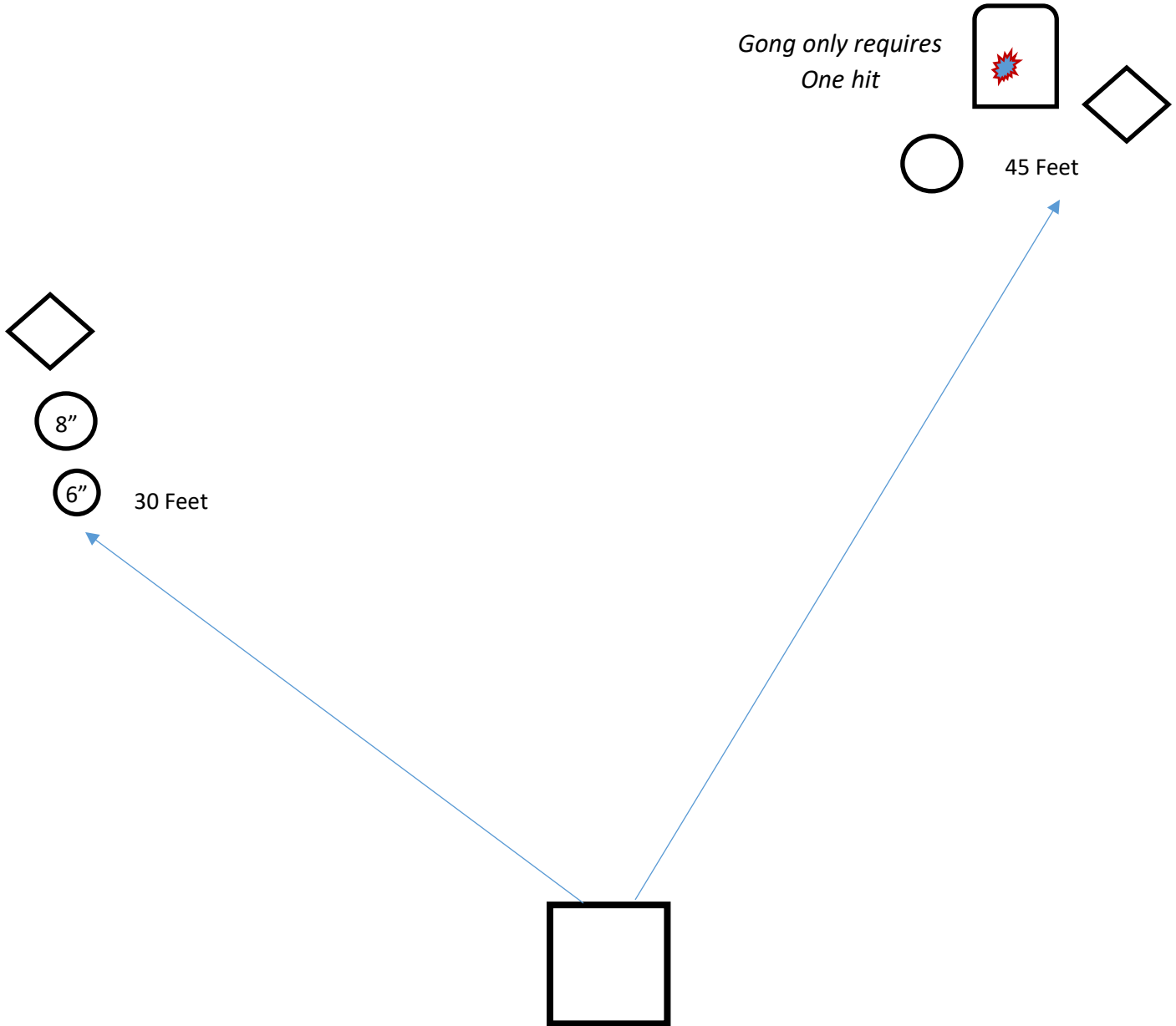


From Starting Position (Down 45 degrees)

At start signal, first, engage large rectangular targets in any order with ONE HIT only

- Next, hit the STOP Plate to end the run (failure to hit stop plate is **Max Time = 30 seconds**)
- **Five (5) Run Strings & worst score is dropped from average of 4 - - - Maximum time is 30 seconds.**

STAGE 2 "Watch Your Six" [6 targets x 4 run strings]

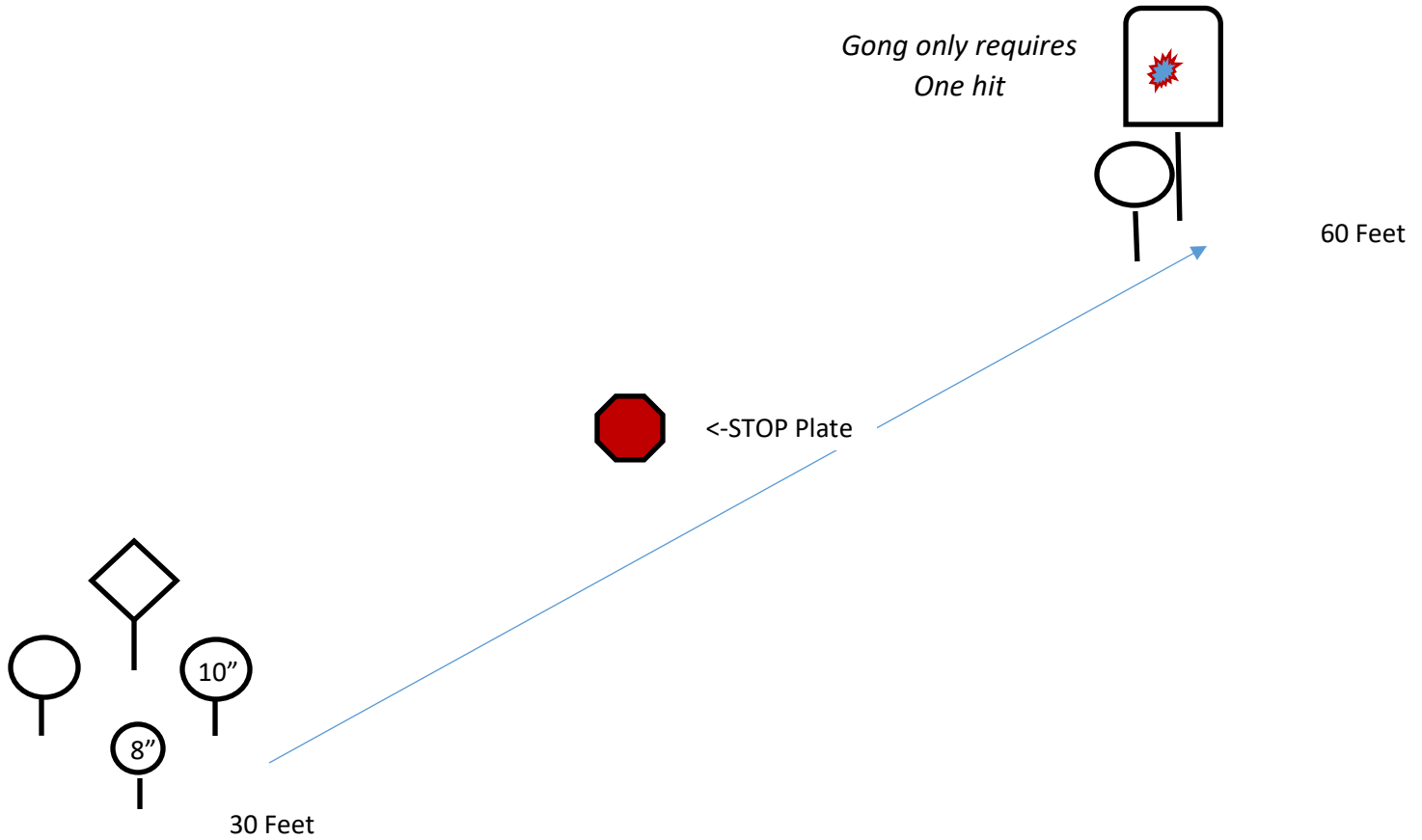


From Starting Position (Down 45 degrees)

At start signal, first engage the six targets in any order

- No STOP Plate
- **FOUR (4) Runs; worst is Dropped - Maximum time is 30 seconds.**

STAGE 3 "7 Banger"
7 Target Ops x 4 Runs

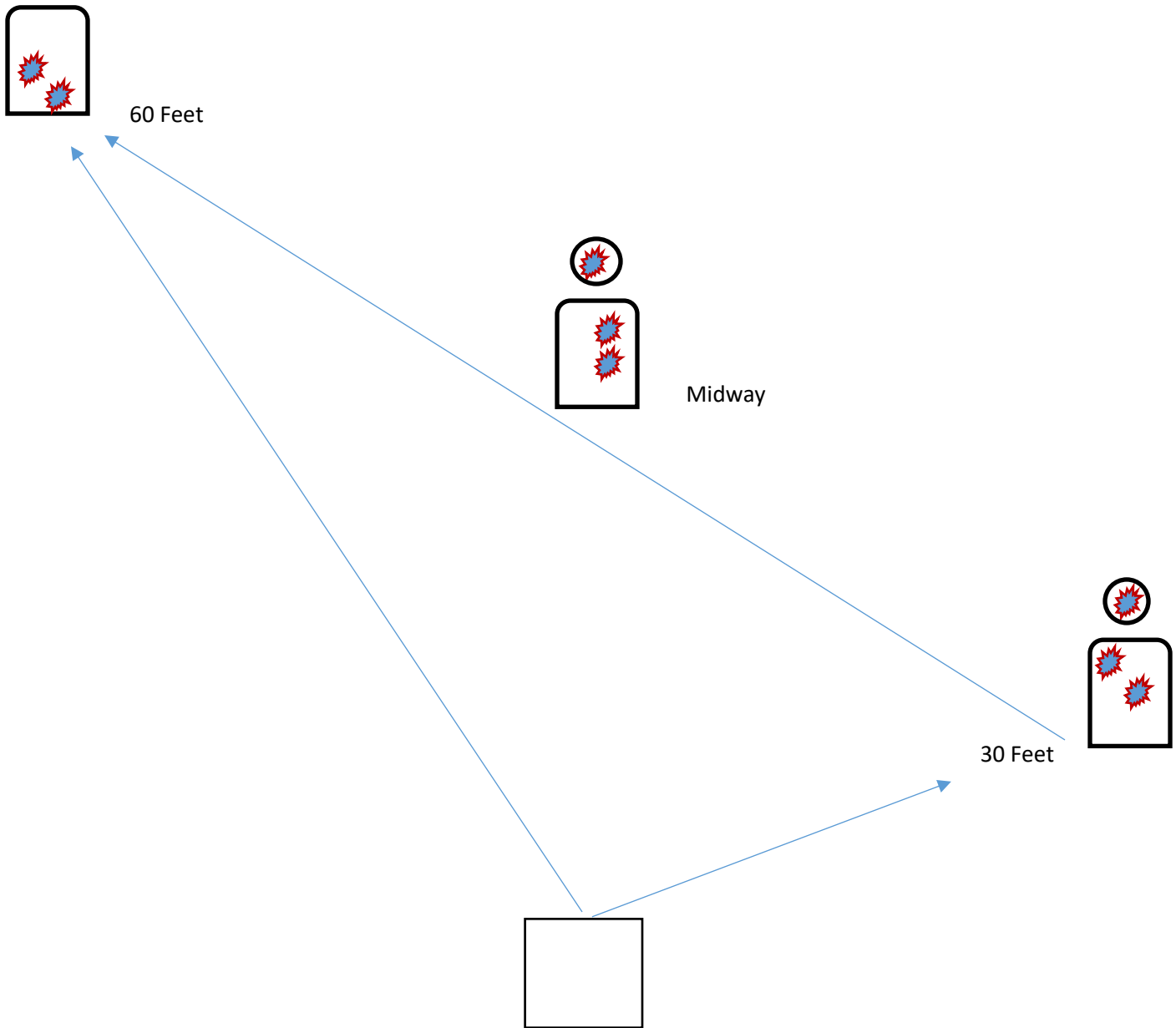


From Starting Position (Down 45 degrees)

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

- Last, shoot the STOP Plate, it must be hit to end the run string; otherwise MAX Time is scored
- **FOUR (4) Runs – worst one is dropped from average - time is 40 seconds.**
- **Failure to hit Stop Plate is Max. time . . .**

STAGE 4 – “ALM, except Gangstas” (8 Target Ops X 3 runs & NO DROPS)



From Starting Position (Down 45 degrees)

At start signal,


- Engage Gangstas with 2 hits to the body and one head hit; in any order
- Head-less Gong also gets 2 hits - - - - (Maximum Time is 40 seconds)
- **Three Runs x 8 Target Hit and NO DROPS**

STAGE 5 “Friggin’ Calamity” ONE RUN x ?? Target Opportunities

Set Up Crew will place:

- No less than 25 Falling/Swinging Targets
- As they set fit to do so across the horizon at 30 to 40 feet from start box

No closer than 30 feet



From Starting Position (Down 45 degrees)

At start signal, engage falling steel plates in any order (no Stop Plate)

- One Run Only, a bunch of Natural Target Opportunities
- **MAXIMUM TIME IS CALLED AT 100 seconds. . .**