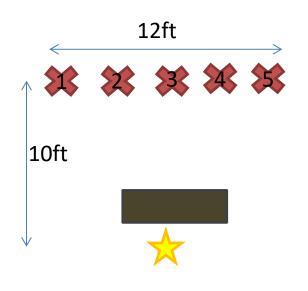
Stage 1

standing at the starting position engage the Hostile Target with <u>3</u> rounds Center Mass freestyle then <u>3</u> rounds Center Mass strong hand only then <u>3</u> rounds Center Mass weak hand only round count 9

Two gun engage the Hostile Target with the rifle <u>3</u> round Center Mass both hands <u>3</u> rounds Center Mass strong hand only and <u>3</u> rounds Center Mass weak hand only the use of the barricade for added support is acceptable then transition to pistol and repeat <u>3</u> rounds both hands <u>3</u> rounds strong hand only <u>3</u> rounds weak hand only all Center Mass round count 18







Stage 2

Firearms starting unloaded on table on buzzer engage targets **<u>2</u>** rounds each then re-engage targets <u>**1**</u> round each to the Head

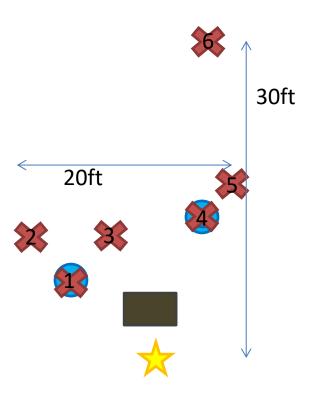
Two gun

Rifle and handgun start both unloaded on the table, engaged targets <u>2</u> rounds each then transition to pistol and re-engage targets with <u>1</u> round each to the Head

Shotgun

Shotgun starts unloaded on table, engaged targets $\underline{1}$ round each then re-engage targets $\underline{1}$ round each to the Head

Round count 15 2 gun round count 15 Shotgun round count 10



Round count 18 2 gun round count 24 Shotgun round count 10

Stage 3

All hostile targets get <u>3</u> rounds each 2 to the chest 1 to the Head

starting on the left side the shooter must engaged targets 1, 2, and 3 then moving to the right side engage targets 4, 5 and 6 the shooter must stay in the shooting box behind the barrier

2 gun starting with rifle engage targets as stated above after clearing all 6 targets transition to pistol and give all Targets <u>1</u> additional round to the Head

Shotgun

Same as the original procedure except all targets get <u>2</u> rounds 1 round to the chest 1 round to the Head