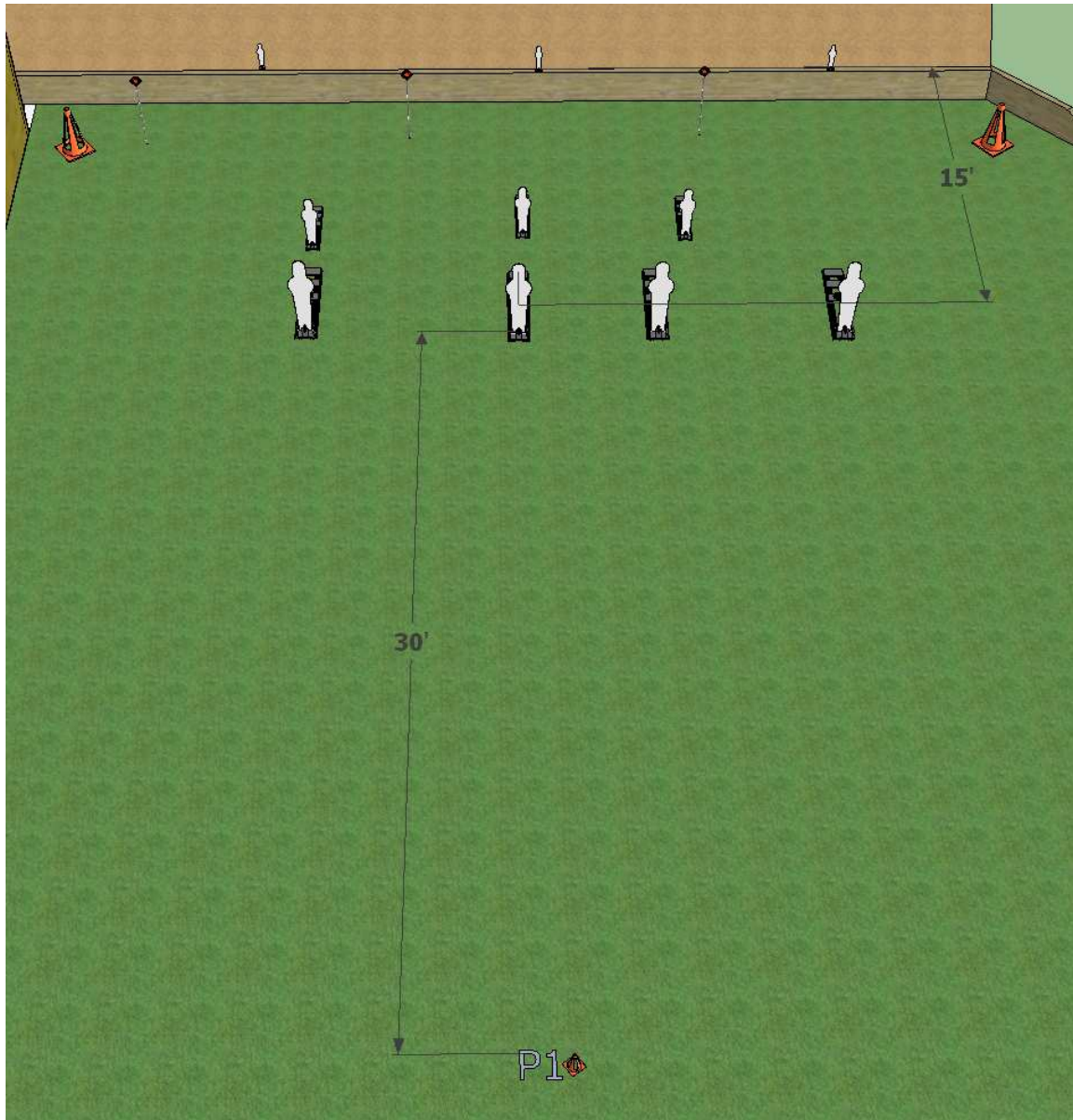


Stage Designs for 01/28/2012 Steel Match

9 stages, 89 round minimum, 162 rounds maximum for the entire COF. Concealment garment required on all stages. Start each stage with 6 in the gun and two reloads of 6 rounds each, for a maximum of 18 rounds for each stage.

Bay 1 Setup



Stage 1 Procedure

Vickers Count, 7 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 7 falling poppers strong hand only. All steel must fall.

Stage 2 Procedure

Vickers Count, 10 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 7 falling poppers, and then engage the 3 small resetting poppers on the berm. All poppers must fall before you engage the resetting poppers on the berm. SO will call hits on the resetting poppers.

Stage 3 Procedure

Vickers Count, 10 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 7 falling poppers, and then engage the 3 clay targets. All poppers must fall before you engage the clay targets.

Bay 1 Setup and Scoring Notes

You will need 4 large falling poppers, 3 small falling poppers, 3 resetting mini-poppers, 3 clay target holders, and one box of clay targets.

Set up the small falling poppers so that they are obscured by the large falling poppers from P1. Position the clay holders and resetting poppers on the edge of the berm. Put the resetting poppers above the erosion barrier and make sure that the clay targets are well above the erosion barrier. Alternate resetting poppers and clay holders and space them evenly across the berm as shown in the diagram.

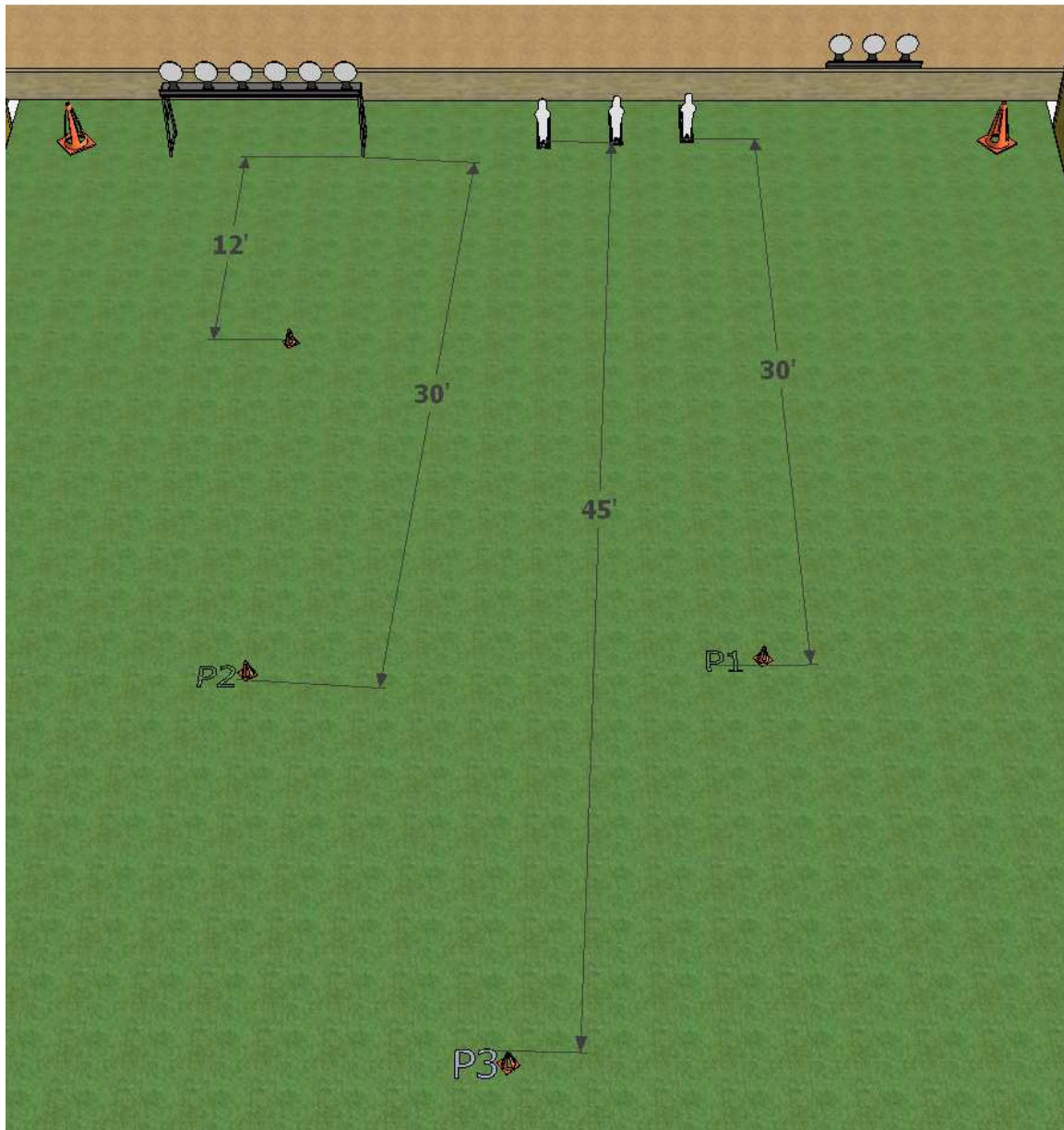
Place all targets so that shots from P1 will hit the berm. Mark muzzle safe points with large safety cones. Mark P1 with a small safety cone.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Steel poppers must fall to score. Resetting poppers must be hit to score. SO will call hits. Clays must be broken to score and replaced after each run through Stage 3.

Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.

Bay 2 Setup



Stage 4 Procedure

Vickers Count, 6 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 3 falling poppers and 3 popper rack, strong hand only. All steel must fall.

Stage 5 Procedure

Vickers Count, 6 rounds minimum. Start at P2, facing downrange, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. Firearm will be in weak hand, safety off, finger off trigger, pointing at the small safety cone in front of the plate rack. On signal, engage the 6 plates in the plate rack, weak hand only. All steel must fall.

Stage 6 Procedure

Vickers Count, 12 rounds minimum. Start at P3, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the 12 steel targets in the bay. All steel must fall.

Bay 2 Setup and Scoring Notes

You will need the large plate rack, 3 small falling poppers, and the rack of 3 small falling poppers from the shed.

Place the 6 plate rack and 3 small falling poppers near the berm. Place the 3 popper rack on the erosion wall.

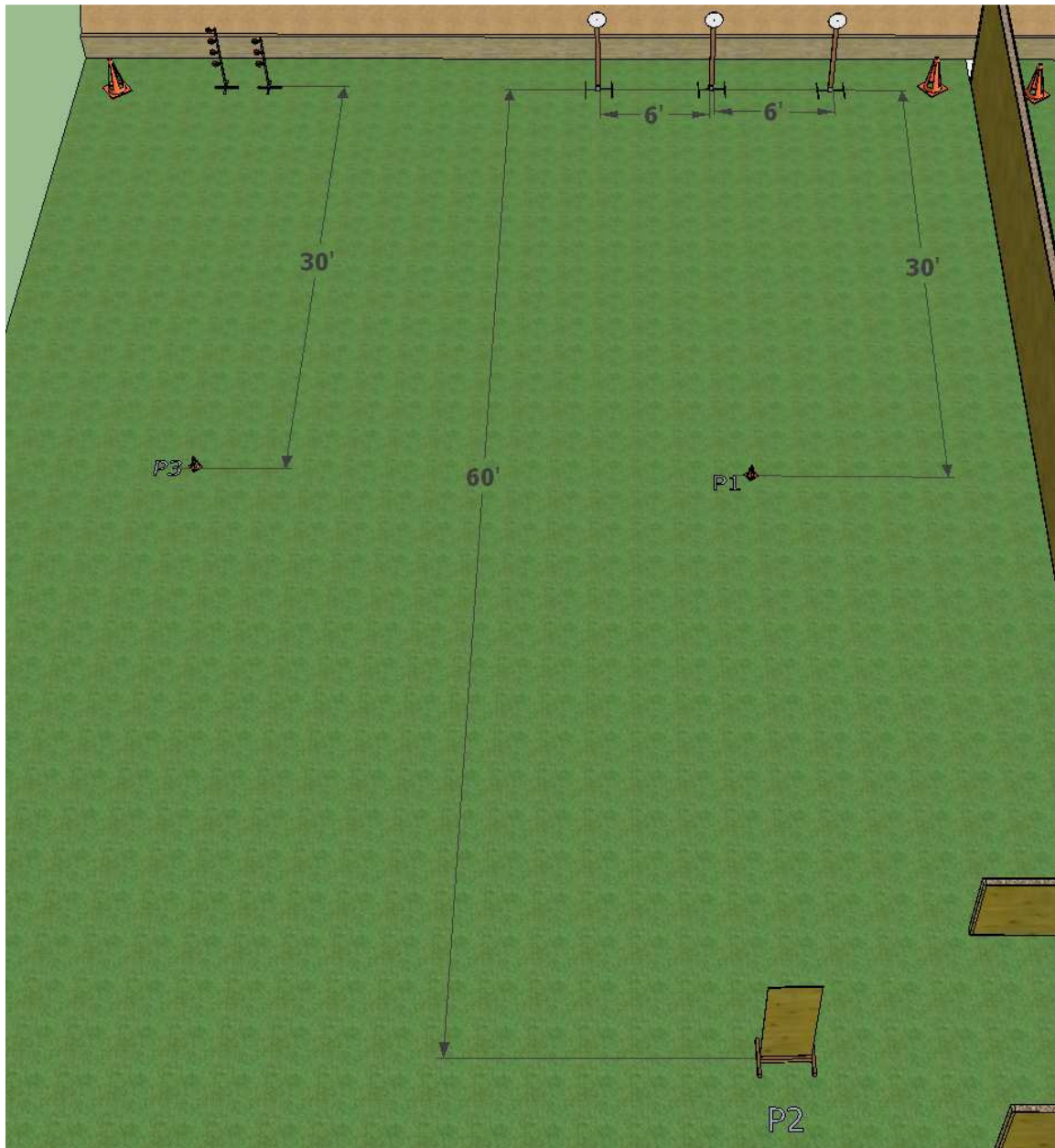
Place targets and shooting positions so that all shots taken from the 3 shooting positions will hit the berm. Mark muzzle safe points with large safety cones. Mark the 3 shooting points with small safety cones.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Steel poppers and plates must fall to score.

Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.

Bay 3 Setup



Stage 7 Procedure

Vickers Count, 12 rounds minimum. Start at P1, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal draw and engage the 3 lollipop steel targets with 2 rounds each strong hand only, then re-engage these targets with 2 rounds each weak hand only. SO will call hits.

Stage 8 Procedure

Vickers Count, 12 rounds minimum. Start at P2, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal draw and engage the 3 lollipop steel targets from one side of the barrier with 2 rounds each, then re-engage these targets with 2 rounds each from the other side of the barrier. Engage the targets as you see them, slicing the pie. SO will call hits.

Stage 9 Procedure

Vickers Count, 14 rounds minimum. Start at P3, facing downrange, arms at sides, 6 rounds in the gun and magazines downloaded to 6 rounds, 18 rounds maximum on your person. On signal, draw and engage the dueling trees. Hit each target so that it moves to the other side of the tree, then re-engage each target so that it moves back. All steel must be hit once before re-engaging.

Bay 3 Setup and Scoring Notes

You will need the 2 dueling trees and the 3 lollipop plates, all from the shed.

Place the dueling trees and 3 lollipop steel plates near the berm.

Place targets and shooting positions so that all shots taken from the 3 shooting positions will hit the berm. Mark muzzle safe points with large safety cones. Mark shooting positions P1 and P3 with small safety cones.

Shooters start each stage with 6 rounds in the gun and two spare magazines or speed loaders, downloaded to 6 rounds each, for a maximum of 18 rounds.

Dueling tree target must move to score. SO will call hits on the lollipop targets

Any unhit target is scored as down 5. If you stop firing before hitting all targets or running out of ammunition, you will be assessed a FTDR penalty.