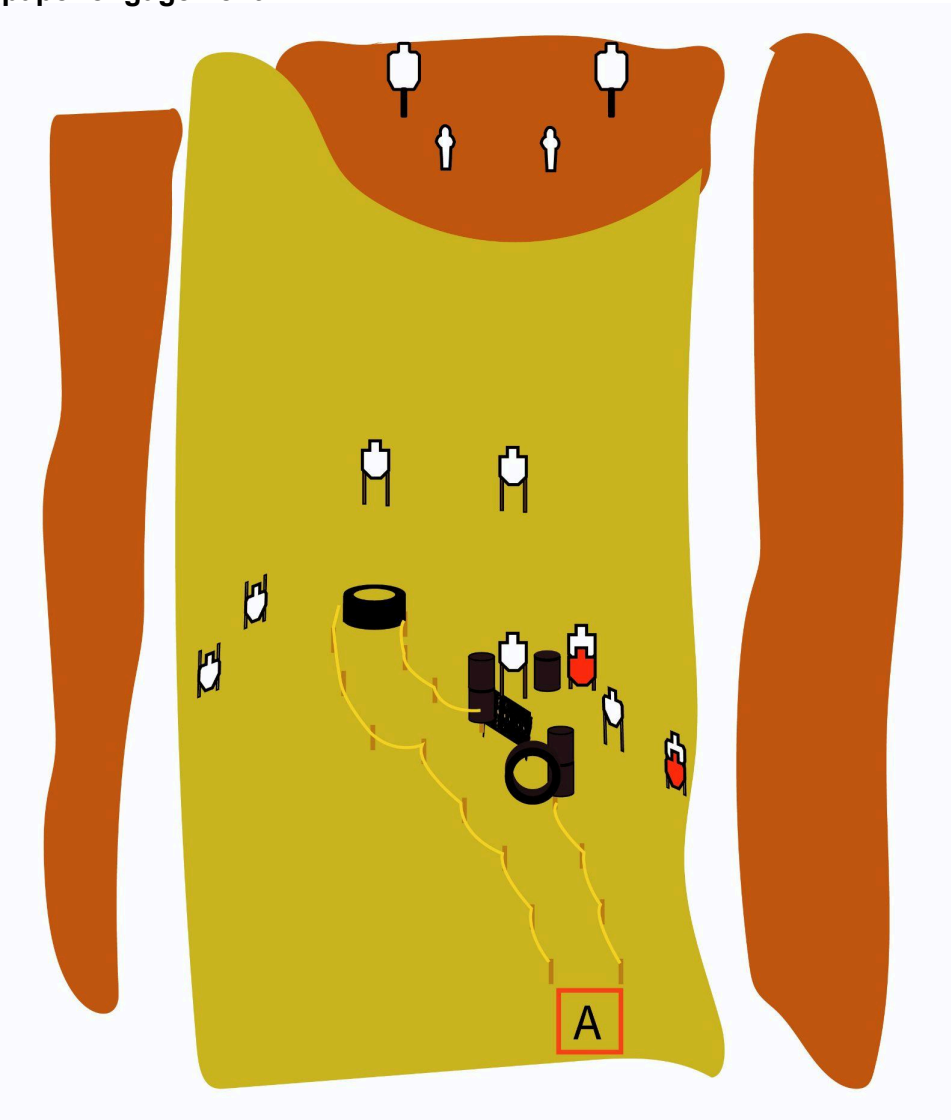
# Stage 1 “Michelin Star” - 22 rounds (110 pts) - PAR TIME: 120 SECONDS

## 2 steel, 4 steel NPMs, 8 paper, 2 no shoot paper

**Start Position:** Standing in BOX A, carbine loaded with ONLY 4 ROUNDS, safety on. Muzzle pointed at orange rock.

**Procedure:** On signal, engage the 110 yard C-Zone steel targets with 2 rounds each from Box A only. Engage all paper from within the shooting area, and the two skinny mini poppers from completely on top of the downrange tire (i.e. no part of your gun or body may touch the ground while engaging from the tire).

Notes: The C-zone steel will be scored as NPMs (no penalty mikes). This means that you are **not penalized** for misses, but you can still earn one alpha per hit. However, the shooter MUST engage the C-zone steel with a minimum of 4 rounds from Box A. The shooter will earn **one procedural** for each shot out of 4 that they do not take at the C-Zone steel from Box A. If the shooter desires, they may reload after their initial mag of 4 and continue to engage the NPM steel from Box A. **Box A and the laying down tire are both considered inside the shooting area for paper engagement.**

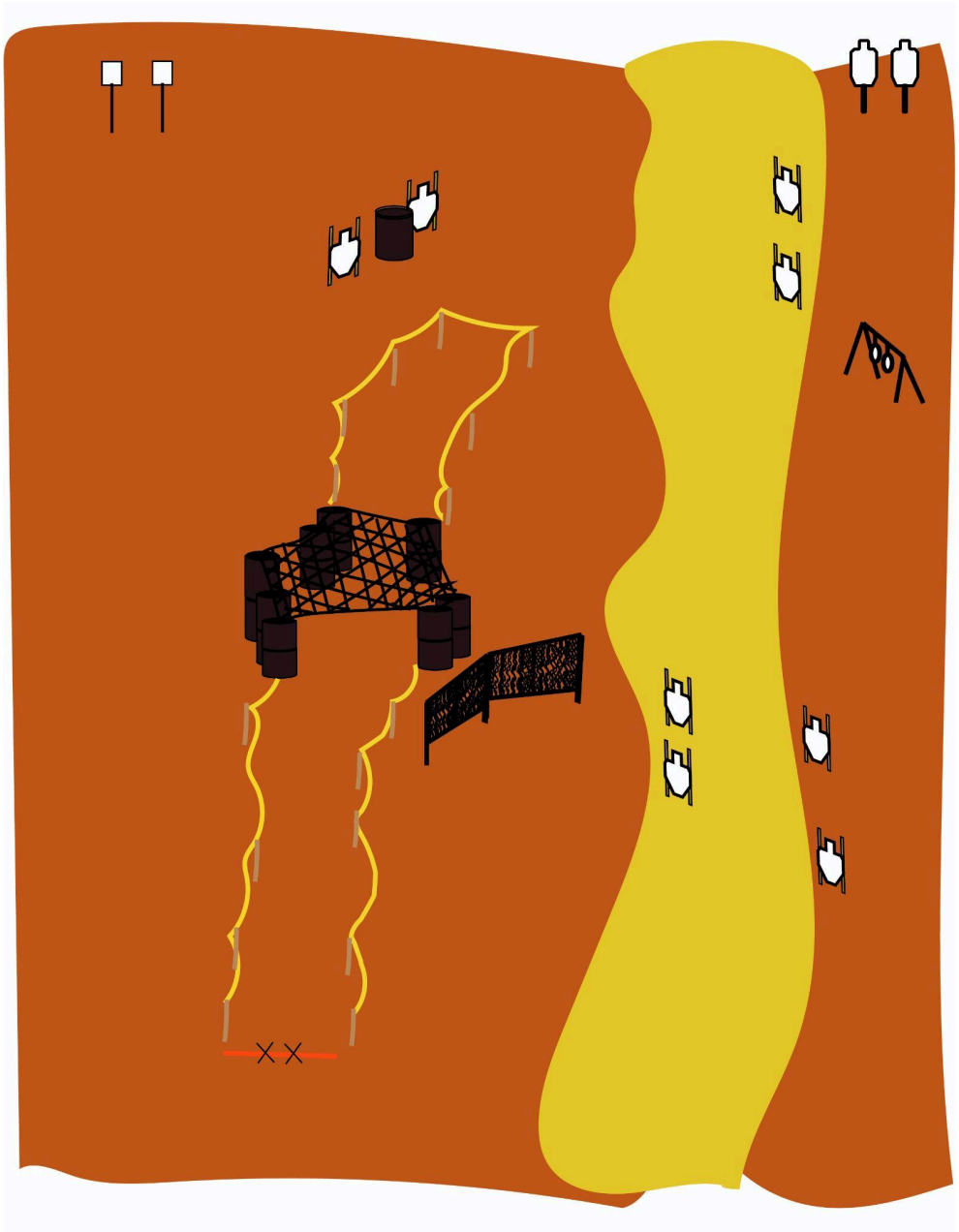


# Stage 2 “Pillbox" - 22 rounds (110 pts) - PAR TIME: 120 SECONDS

## 6 steel, 8 paper, 1 no shoot paper

**Start position**: Standing in shooting area, heels touching marks, loaded carbine held with safety on, stock touching belt, and muzzle generally downrange.

**Procedure:** Engage all paper targets from within the shooting areas or inside the pillbox, and the 6 steel through any of the pillbox “ports” (i.e. rounds must originate from within the pillbox and fire out through one of the gaps in the barrels - using the magazine as a reference for where the rounds originate from is recommended - so for example if the muzzle slightly sticks out of the barrel gaps while engaging, or the shooter’s body is not completely within the pillbox but the carbine is, these are both fine). The **“exit” of the pillbox is also considered a “port”.**



# Stage 3 “Noob Tube” - 24 rounds (120 pts) - PAR TIME: 120 SECONDS

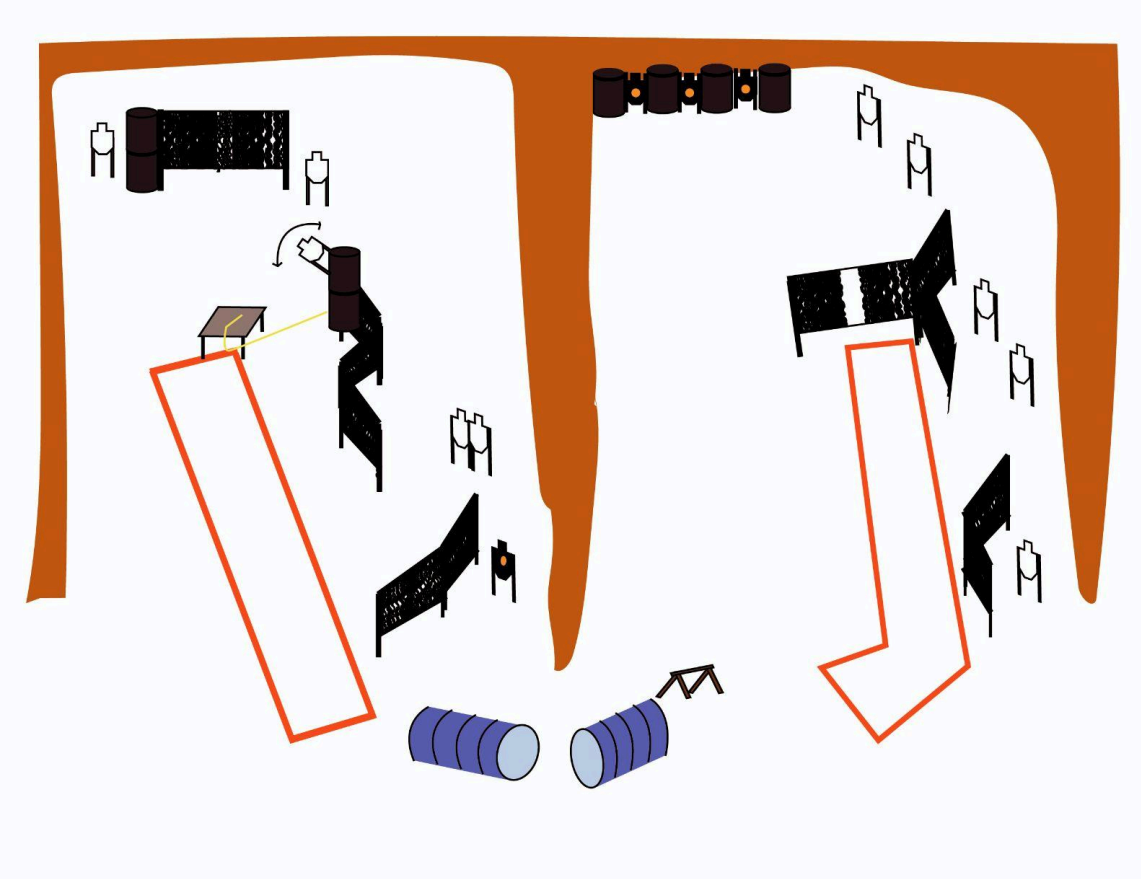
## 4 clays, 10 paper

**Start position:** Standing behind table with fingers touching respective marks (X’s on either side of table). Completely unloaded carbine resting on table with barrel centered on either line, safety on, bolt may be open or closed. First magazine on table centered on other line.

**Procedure:** On signal, load carbine and engage paper targets within the first bay (pull lever activates swinger), THEN remove your magazine, THEN engage the single clay with the remaining round in your carbine. At this point your carbine will be completely unloaded, and the 180 rule is no longer in effect. Proceed through both tubes to the second bay. Once completely outside and downrange of the 2nd (smaller) tube, you may load your carbine again. Once the magazine makes contact with the magwell, the carbine is considered “loaded” and the 180 rule comes back into effect. Engage the 3 clays from within 1 yard of the mini-sawhorse, and the 5 remaining paper from the second shooting area. **The penalty for electing to skip either tube will be 3 procedurals.**

**Once the carbine is loaded on the 2nd bay, the shooter may not return to the first bay for any reason.**

Notes: If you DO NOT remove your magazine before engaging the clay, or if the RO for any reason suspects your carbine may not be completely unloaded as you are trying to proceed, they must stop you and tell you to show clear before you can proceed. The time this takes is your penalty for failing to follow instructions, and is NOT grounds for a re-shoot. If you MISS the clay, you MAY reload your carbine, remove the magazine AGAIN, then re-engage the clay, as long as the correct procedure is followed before proceeding through the tube.

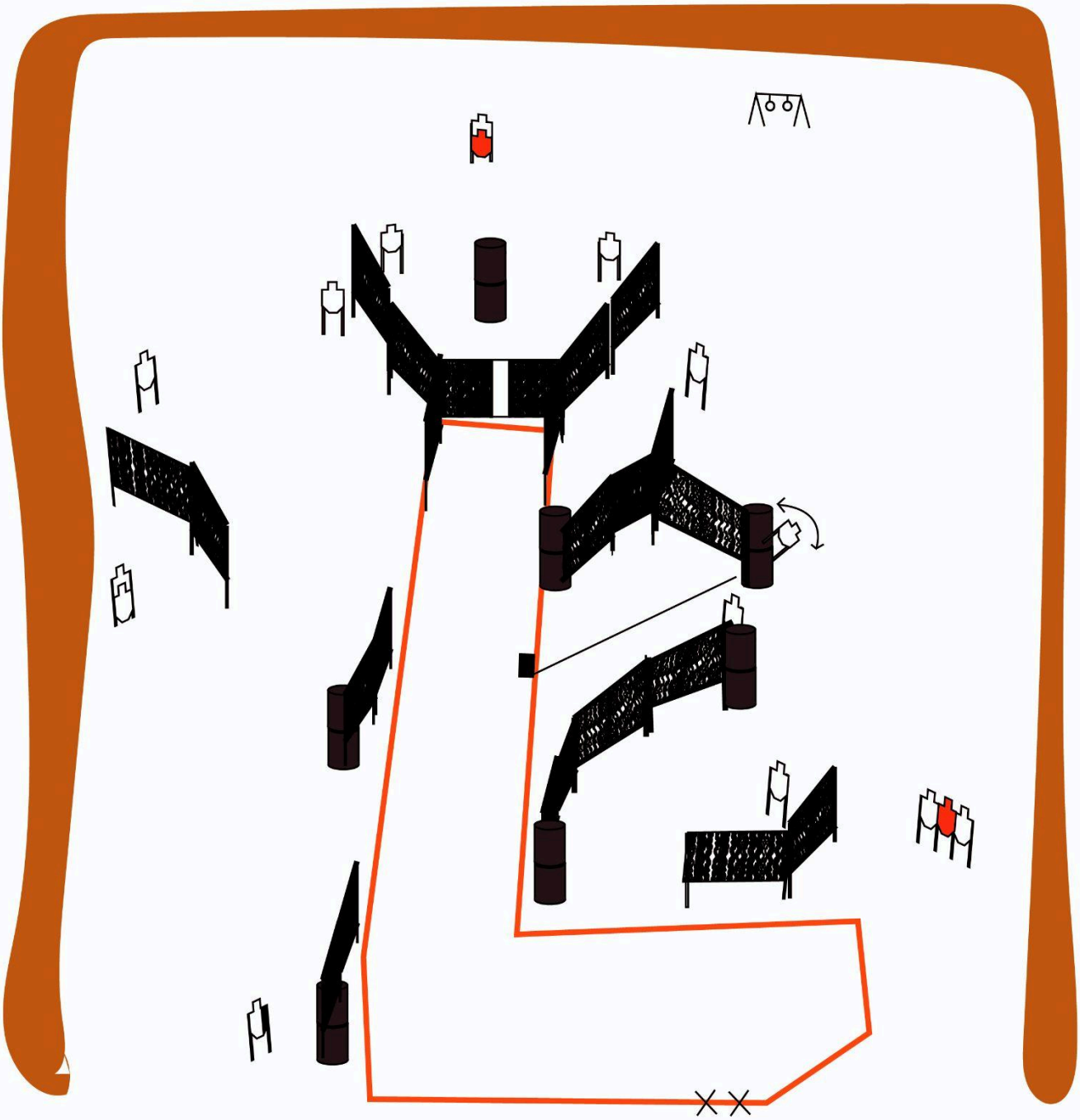


## Stage 4/Night 1 “Hostile Hall” - 30 rounds (150 pts) - PAR TIME: 120 SECONDS

### 2 steel, 14 paper, 2 no shoot paper

**Start position:** Standing in shooting area with heels touching marks. Loaded carbine held with safety on, stock touching belt, and muzzle generally downrange.

**Procedure:** On signal, engage all targets from within the shooting area. Stomp pedal activates swinger.



## Stage 5/Night 2 “Surefire Shuffle” - 26 rounds (130 pts) - PAR TIME: 120 SECONDS

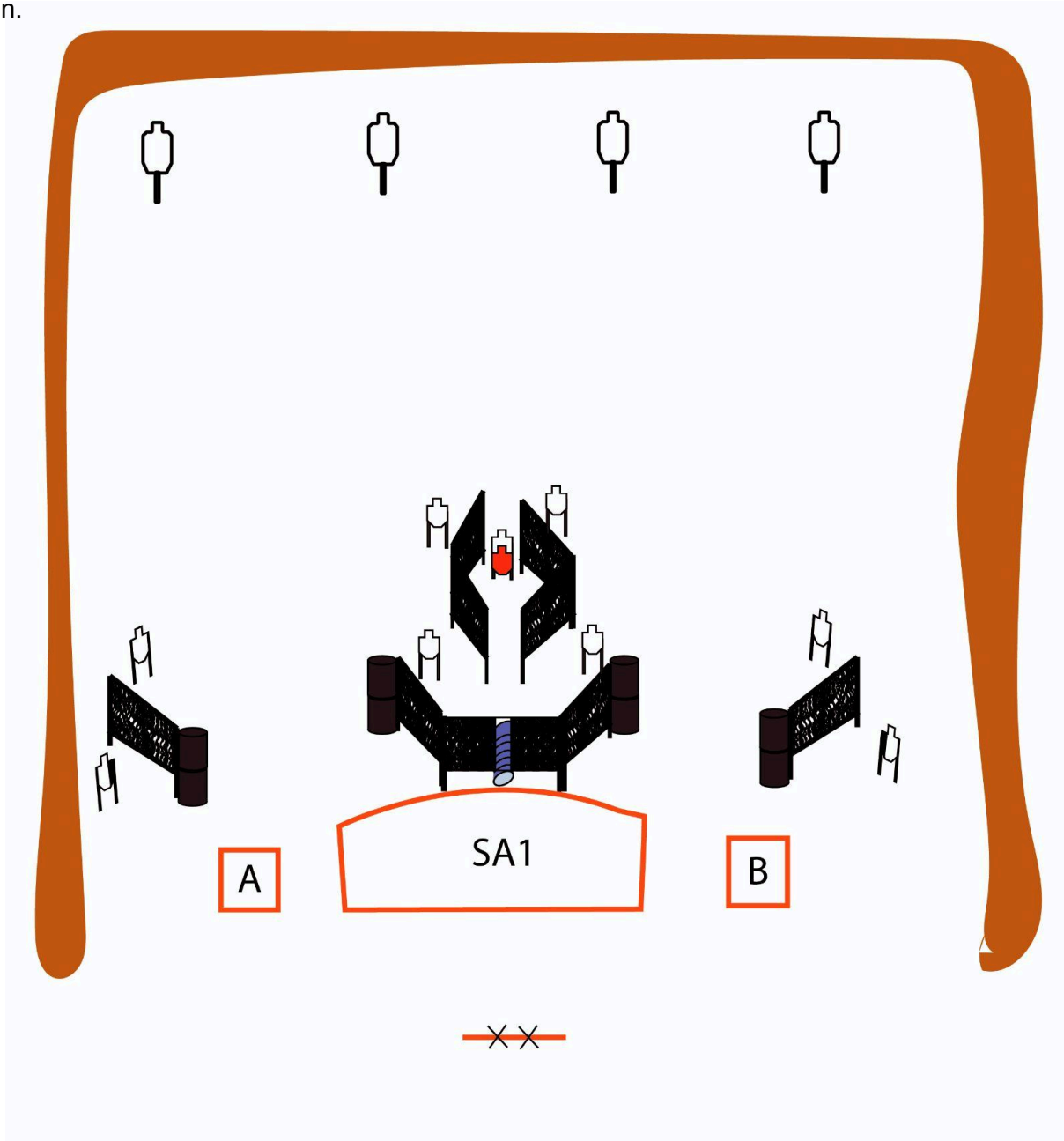
### 8 steel, 9 paper, 1 no shoot paper

**Start position:** Standing with both heels touching start stick. Loaded carbine held with safety on, stock touching belt, and muzzle generally downrange.

**Procedure:** On signal, in any order, engage the 4 steel once each from both Box A and Box B (8 hits total), and all the paper targets only from within Shooting Area 1.

No paper targets may be engaged from either Box A or B. The start stick is NOT considered a shooting area.

Note: The **on-deck shooter** may position the “turret” in any direction they like for the start of their run.



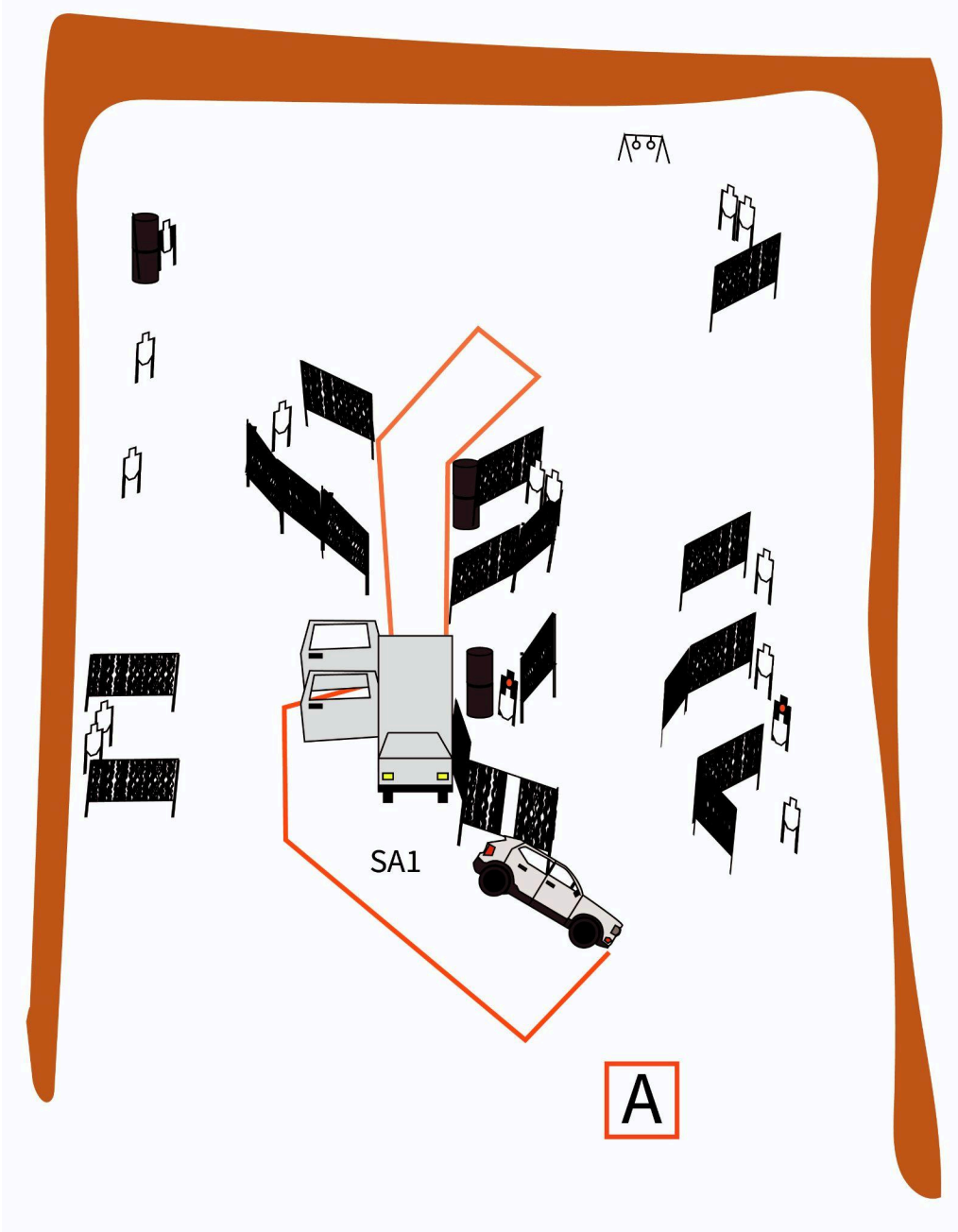
# Stage 6/Night 3 “In-N-Out” - 34 rounds (170 pts) - PAR TIME: 120 SECONDS

## 2 steel, 2 clays, 15 paper

**Start position:** Standing in Box A, holding loaded carbine, safety on, muzzle pointed at front passenger’s tire of Subaru.

**Procedure:** On signal, engage the two steel plates from within Box A, then proceed to the shooting area and engage the remaining 14 paper and 2 clays. The shooting area consists of the area within the fault lines **and** inside the dodge van.

Note: You **MAY NOT purposefully** engage targets where your rounds travel through any vehicle structure (glass windows or otherwise).



## Stage 7/Night 4 “Blisters” - 44 rounds (220 pts) - PAR TIME: 120 SECONDS

### 22 paper, 3 no shoot paper

**Start position:** Standing inside shooting area, heels touching marks, holding loaded carbine with safety on, stock touching belt, and muzzle generally downrange.

**Procedure:** On signal, engage all targets from within the shooting area.

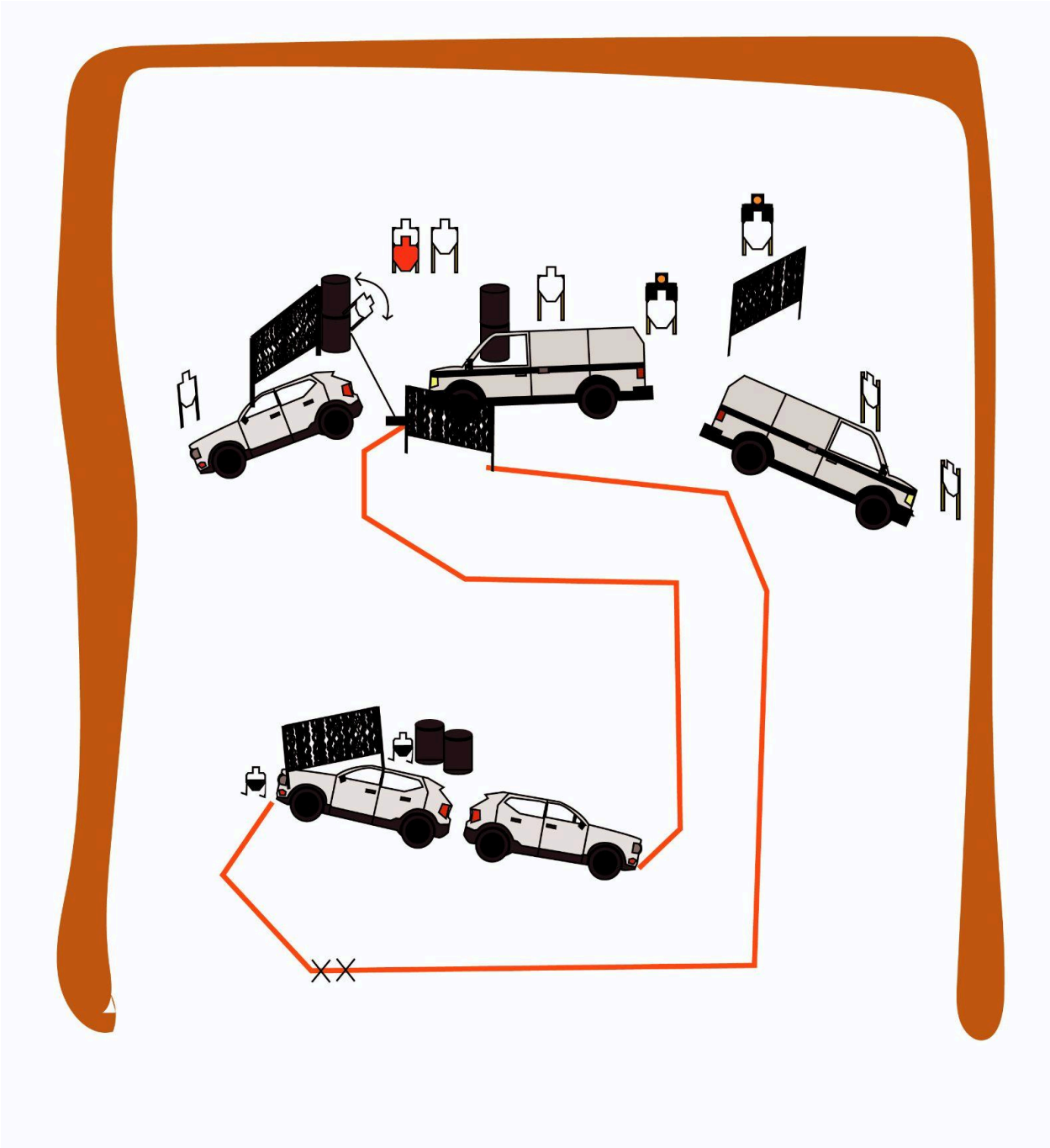


## Stage 8/Night 5 “Pound It” - 24 rounds (120 pts) - PAR TIME: 120 SECONDS

### 2 clays, 11 paper, 1 no shoot paper

**Start position:** Standing inside shooting area, heels touching marks, holding loaded carbine with safety on, stock touching belt, and muzzle generally downrange.

**Procedure:** On signal, engage all targets from within the shooting area. Stomp pedal on hood of minivan activates swinger. Both the stomp pedal and hood of the minivan **are not** inside the shooting area.

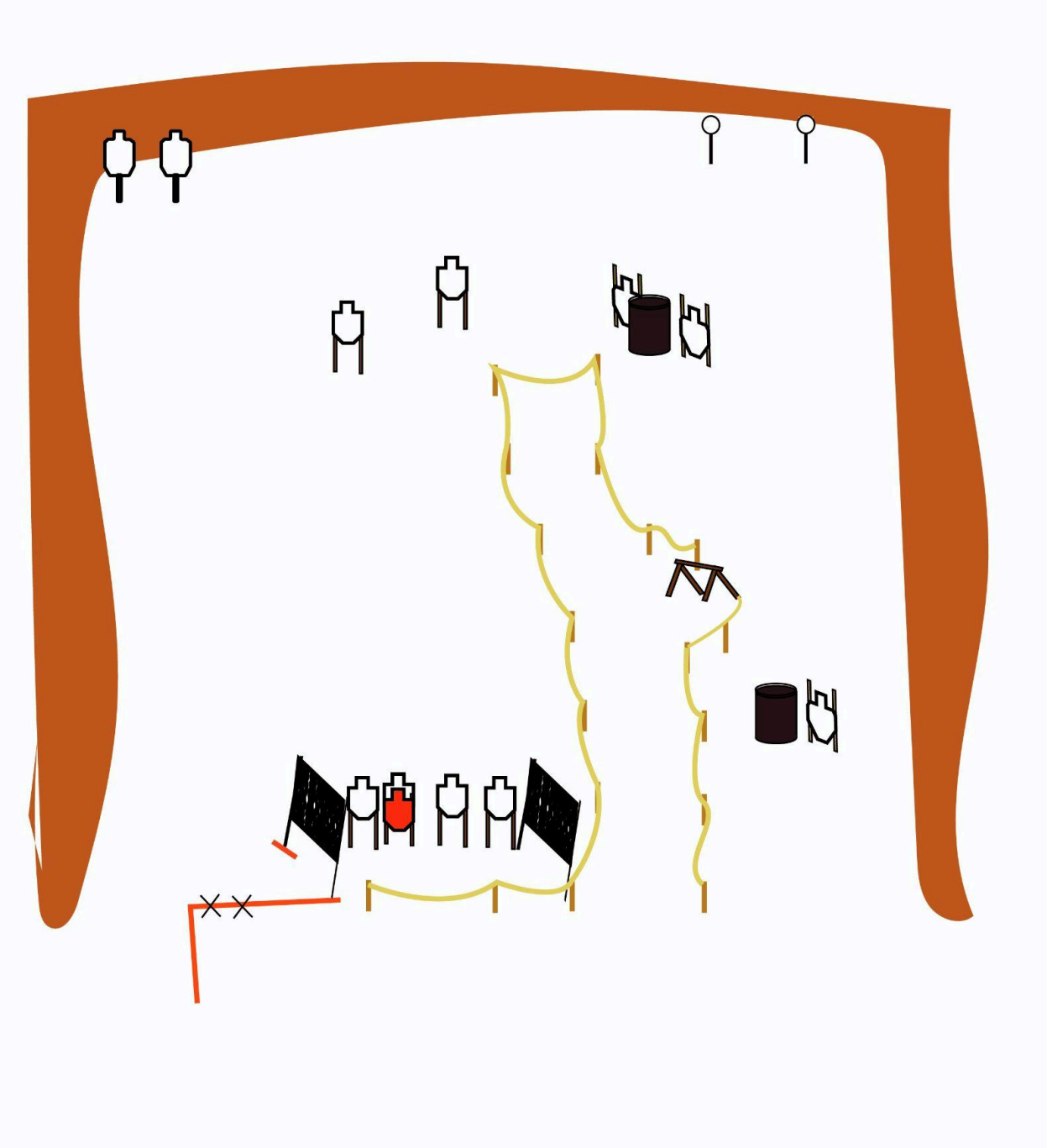


# Stage 9/Night 6 “Ascent” - 22 rounds (110 pts) - PAR TIME: 120 SECONDS

## 4 steel, 9 paper, 1 no shoot paper

**Start position:** Standing inside shooting area, toes touching marks, holding loaded carbine with safety on, muzzle pointed at designated orange wall foot.

**Procedure:** On signal, in any order, engage the two steel torsos from within 1 yard of the start position, the two steel circles from within 1 yard of the sawhorse, and all paper targets from within the shooting area. **The side post of the first wall is considered within one yard of the start position, and may be used as a brace for the torso steel.**



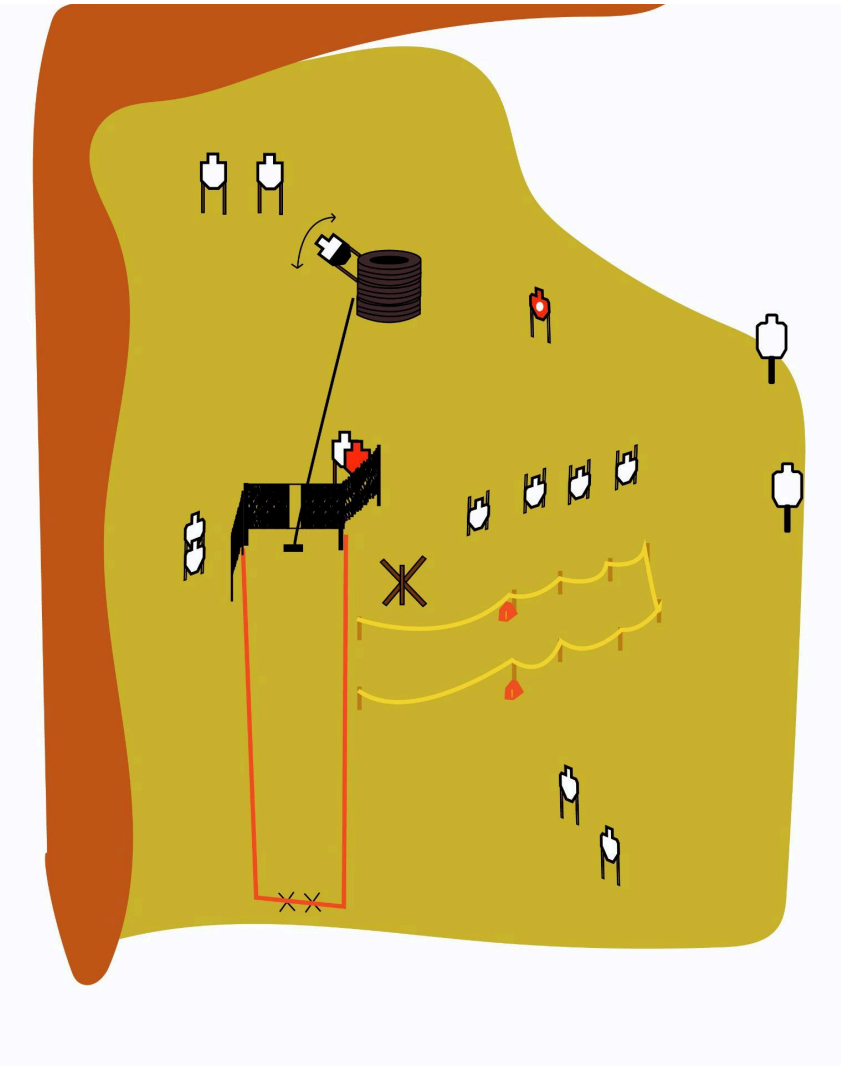
# Stage 10 “Descent” - 27 rounds (135 pts) - PAR TIME: 120 SECONDS

## 3 steel, 12 paper, 1 no shoot paper, 1 no shoot steel

**Start position:** Standing inside shooting area, heels touching marks, holding loaded carbine with safety on, stock touching belt, muzzle generally downrange.

**Procedure:** On signal, engage the T1-T8 from the first shooting area, THEN remove your magazine, THEN engage the center mass plate (inside the no-shoot torso) with your remaining round from within 1 yard of the tank trap. At this point your carbine will be completely unloaded and the 180 rule is no longer in effect. Proceed down the hill towards the roped shooting area. You may load your carbine again once you've passed the indicated orange rocks. Engage the T9-T12 from within the roped shooting area, and the two steel torsos from within one yard of the sawhorse.

**180 angles: The orange stakes indicate the 180 limits for their respective shooting areas from the *furthest downrange position* of the shooting areas (i.e. up against the wall for the first and the sawhorse for the second).**



Note: If you DO NOT remove your magazine before engaging the center mass target, or if the RO for any reason suspects your carbine may not be completely unloaded as you are trying to proceed, they must stop you and tell you to show clear before you can proceed. The time this takes is your penalty for failing to follow instructions, and is NOT grounds for a re-shoot.

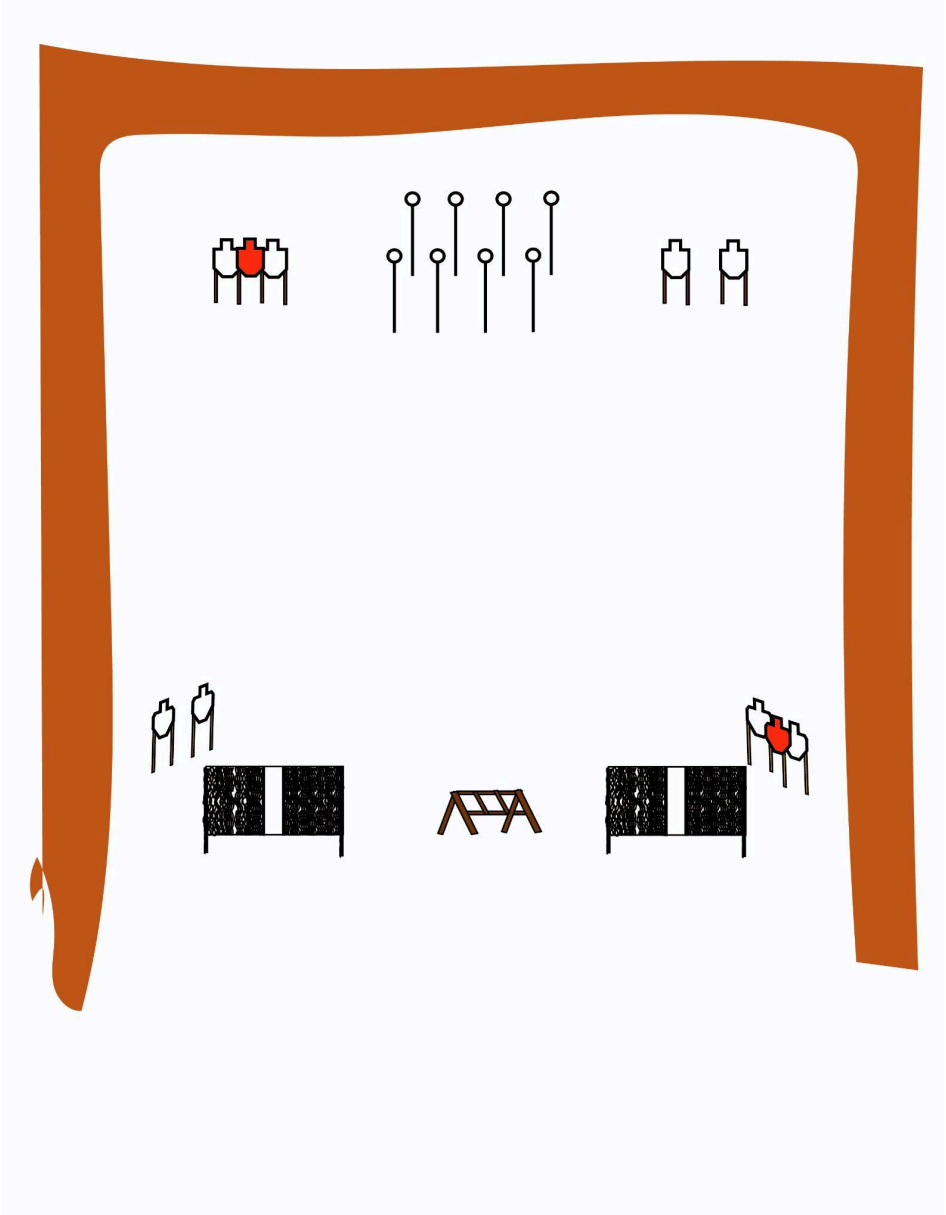
If you MISS the center-mass target, you MAY reload your carbine, remove the magazine AGAIN, then re-engage the target, as long as the correct procedure is followed before proceeding.

# Stage 11 "Gridlock" - 24 rounds (120 pts) - PAR TIME: 120 SECONDS

## 8 KD steel, 8 paper, 2 no shoot paper

**Start Position:** Standing holding loaded carbine with safety on, muzzle touching either mark on port of your choice or anywhere on the sawhorse.

**Procedure:** On signal and in any order, engage all paper targets through either port, and all 8 rhino plates from the sawhorse. WHILE ENGAGING FROM THE SAWHORSE, you must use a different section of the 12-position "grid" for each of the 8 KD steel (3 rows of 4 “ports”). You may continue to engage from the same "grid" position until getting a hit, but then must reposition to a new section of the grid before engaging your next steel target.



A "position" is considered an entire port created by the wood grid on the sawhorse. Bracing against the left and right side of the same port is NOT considered two separate positions. If you elect not to brace on the sawhorse, shooting offhand instead, each grid port is considered a unique position.

RO Note: If a shooter forgets to re-position, **or goes back to a position they have already engaged from,** please let them know as soon as you notice with a verbal “re-position!” Or similar. When assigning procedurals for re-engaging from a repeated grid position, the shooter may only earn one procedural **per target engaged** from the repeated position (regardless of a hit).