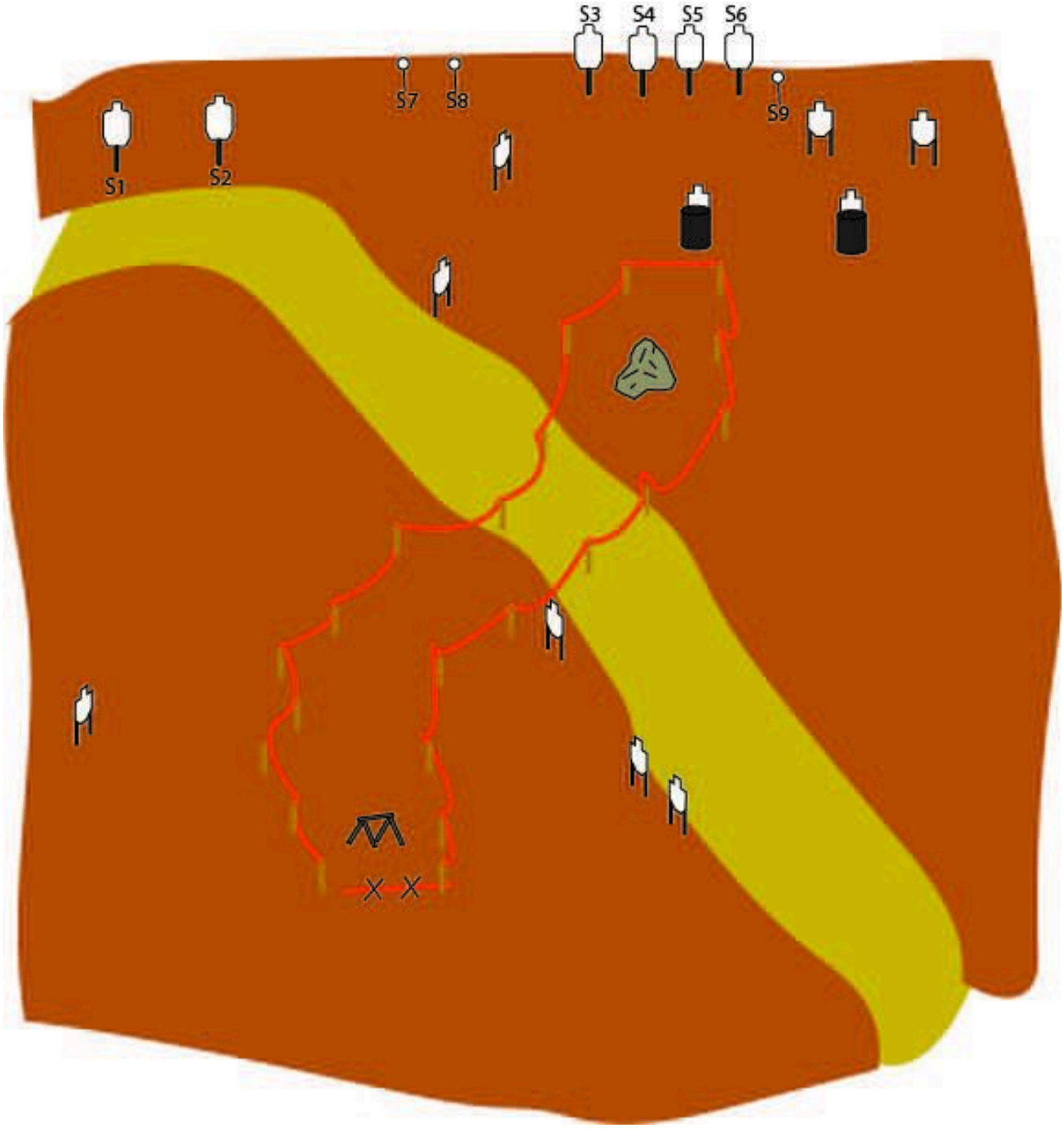
Stage 1 - “It’s About Drive, It’s About Power” - 29 rounds (145 pts)

Location: The Pit
Targets: 9 Static Steel, 10 K-Zone paper

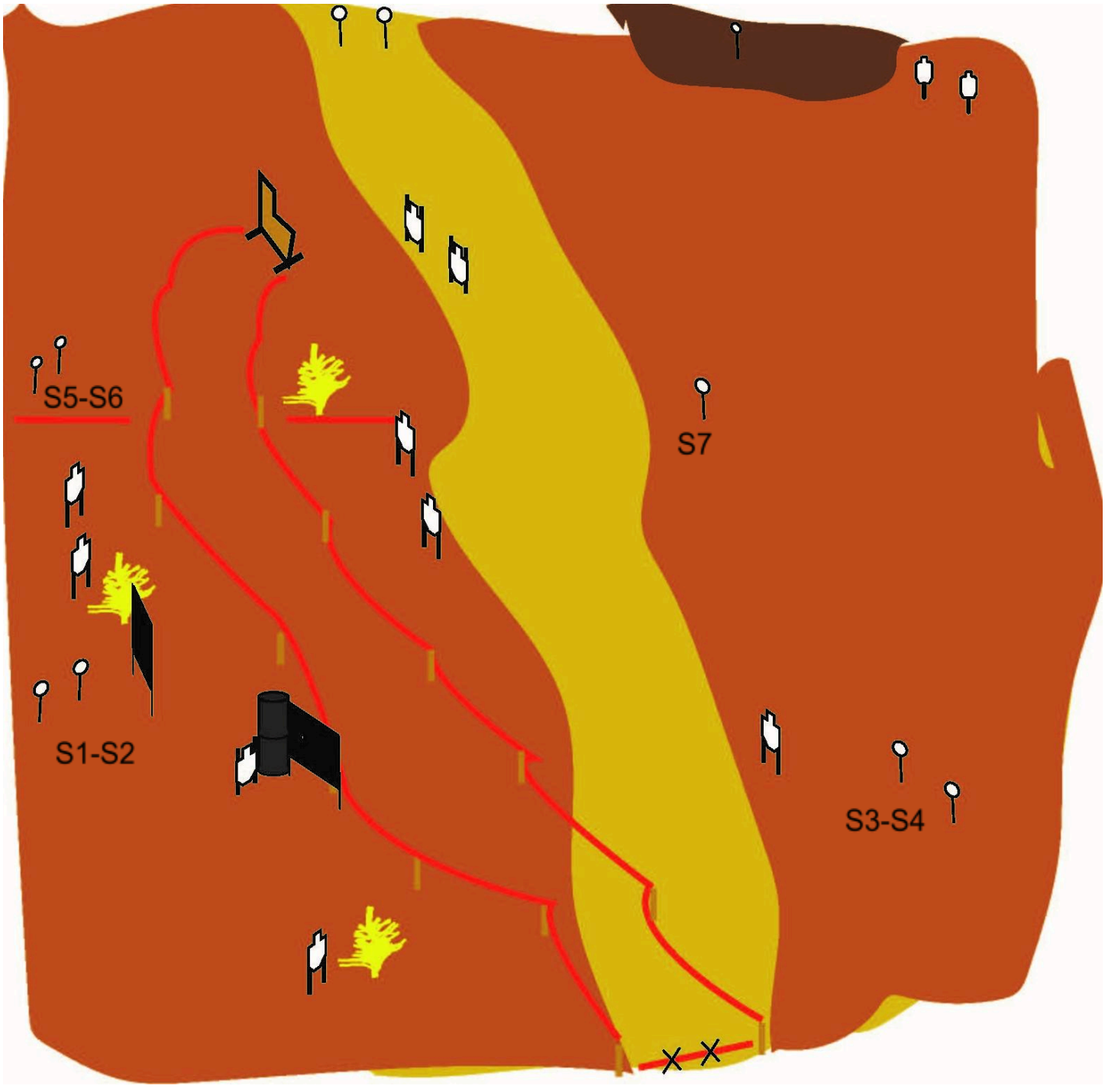
Start Position: Standing with heels touching start stick, holding loaded PCC, safety on with stock touching belt.
Procedure: Engage all targets from within the roped shooting area. Steel S1 and S2 must be engaged while any part of your PCC or body is touching the sawhorse. Steel S3-S6 must be engaged while any part of your PCC or body is touching the large lava rock boulder.
Safety Note: Please be careful of any sharp edges on the lava rock.



Stage 2 - “Nothing Fancy” - 30 rounds (150 pts)

Location: Creekbed
Targets: 12 Static Steel, 9 K-Zone paper

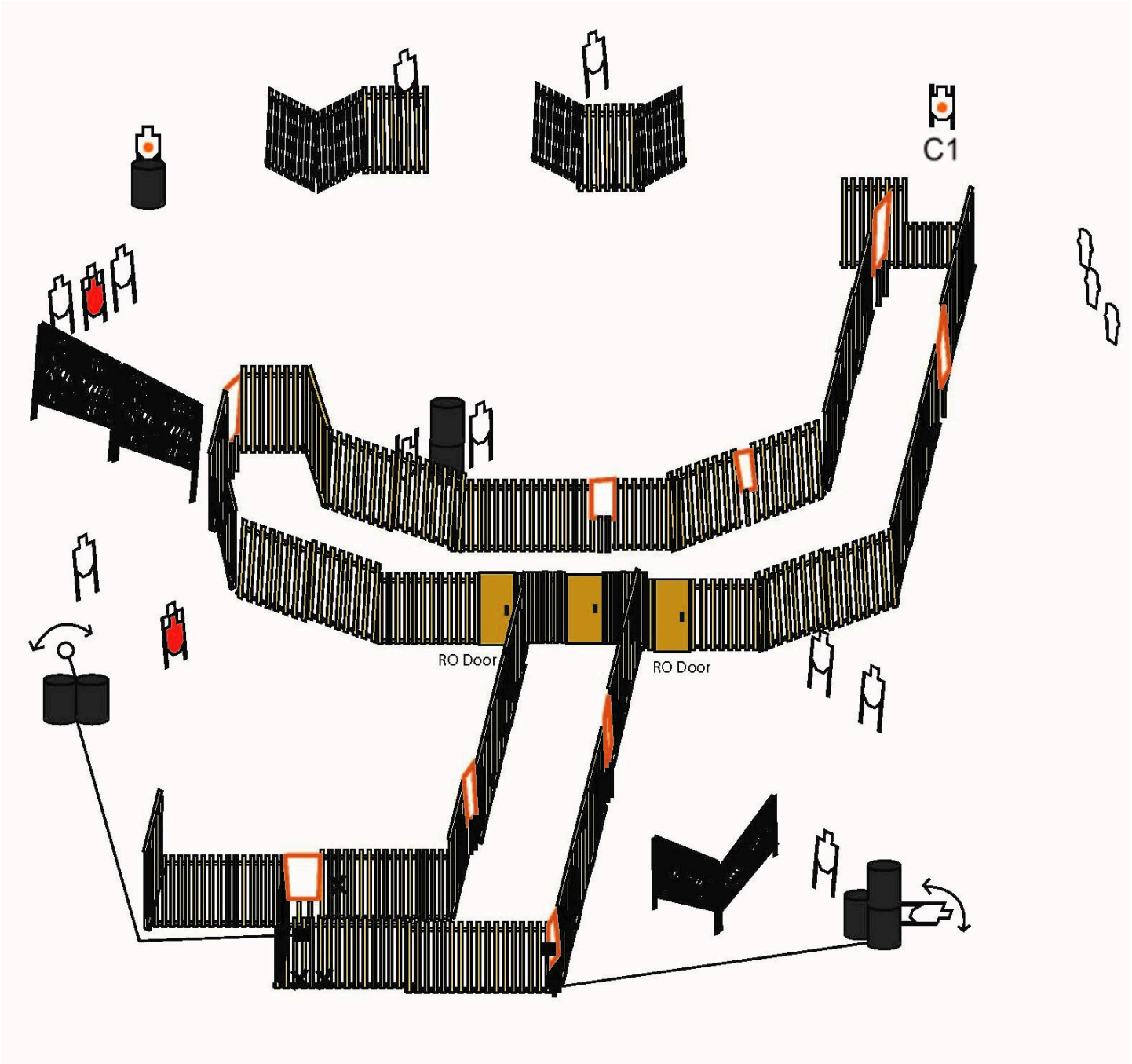
Start Position: Standing with either foot touching start stick, holding loaded PCC, safety on, with stock touching belt.
Procedure: Engage S1-S4 only while touching the start stick, and all other targets from within the roped shooting area. The roped shooting area starts between the first two rope stakes, not at the start stick.
Safety Note: The red fault lines designate the safety angle for engaging the indicated steel targets (S5-S7).



Stage 3 - “Pallet Town” - 32 rounds (160 pts)

Location: Bay 3
Targets: 2 Clays, 4 KD Steel, 13 K-Zone paper

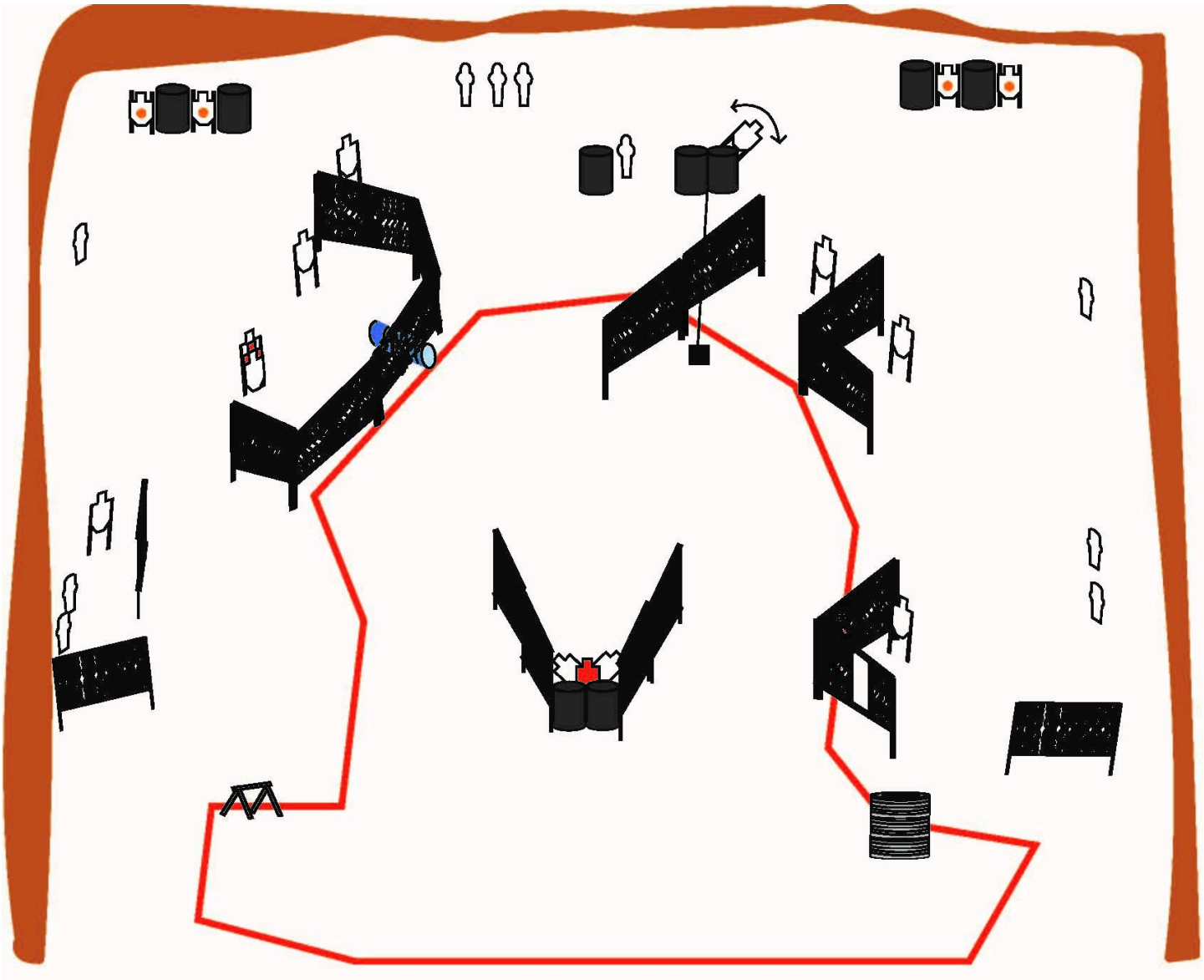
Start Position: Standing with heels touching marks, holding loaded PCC, safety on, with muzzle touching mark on wall.
Procedure: Engage all targets from within the shooting area. Step activator activates swinging steel plate. Wall mounted activator activates swinging K-zone target. Clay target C1 at the end of the right hallway must be engaged through the camouflage mesh.
Note: The hallway door must start closed.



Stage 4 - “What’s My Hold?” - 36 rounds (180 pts)

Location: Bay 4
Targets: 4 Clays, 10 KD Steel, 11 K-Zone paper

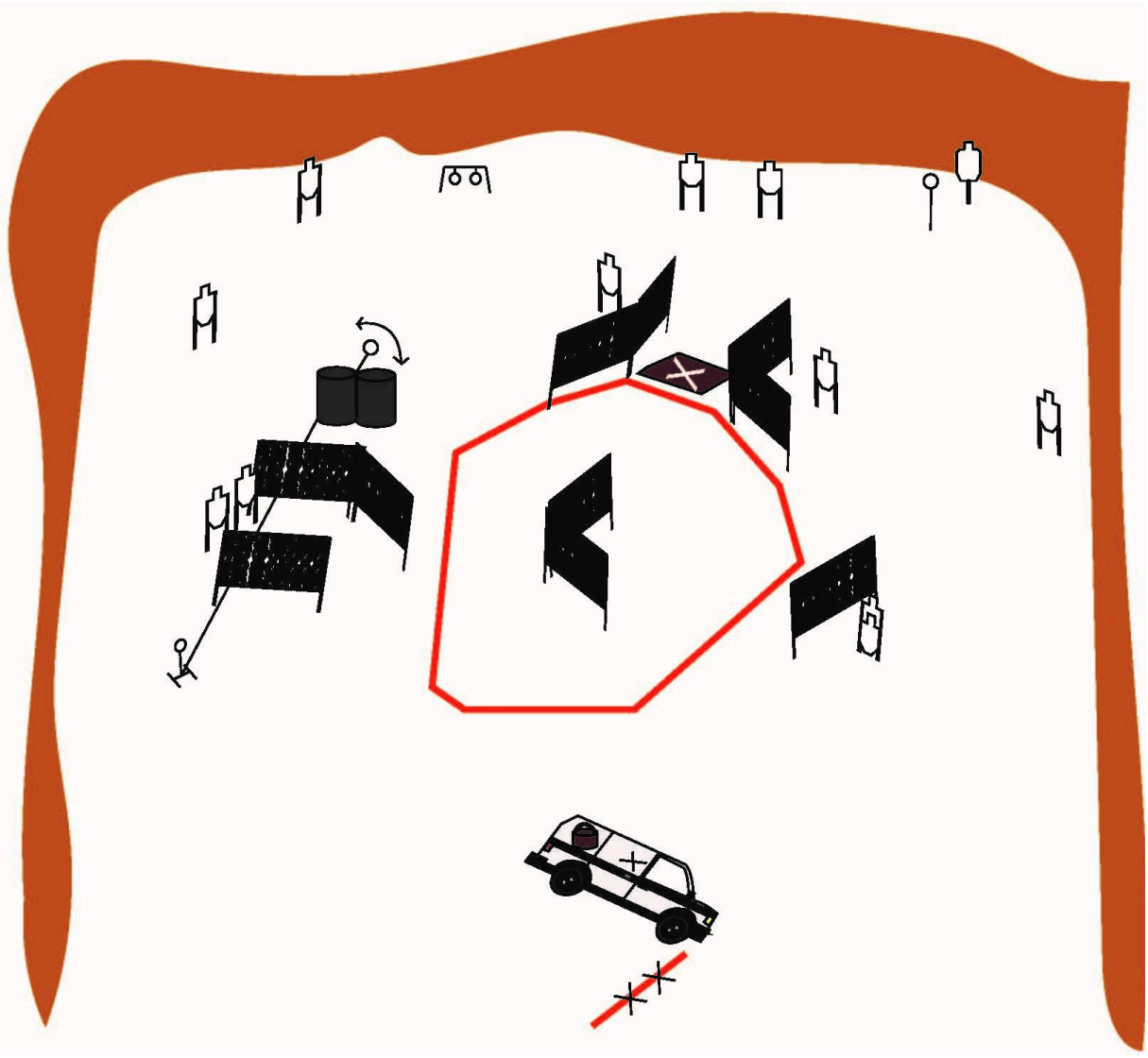
Start Position: Standing **behind** start stick, toes touching start stick, fingers touching marks on adjacent walls. Loaded PCC staged on either center barrel, safety on, with muzzle generally downrange.
Procedure: Engage all clays C1-C4 from within 1 yard of either the mini sawhorse or the tire stack, and all other targets from within the shooting area. Step activator activates swinging K-Zone target.
Notes: The start stick is not a fault line, and does not denote a break in the shooting area. The walls do go from the ground to infinity, so you may not activate the swinger by reaching under the wall. The tube port may be positioned by the on deck shooter before their make ready. **Be aware of the 180 angle after activating the swinger and moving left into the tube.**



Stage 5 - “Fright Night” - 28 rounds (140 pts)

Location: Bay 5
Targets: 4 Static Steel, 2 KD Steel, 11 K-Zone paper

Start Position: Standing with heels touching start stick, holding loaded PCC, safety on, with muzzle touching mark on van.
Procedure: Engage all steel targets from completely within the van, and **through any of the three windows with the glass removed (two side windows and the rear driver’s side door window)**. Ripper activator activates swinging steel plate. Engage all paper targets from within the shooting area. Additionally, the candy bucket must be placed in the candy extraction zone before your last shot is fired. If the candy bucket is not in the CEZ before your last shot is fired, one procedural will be assigned. Additionally, one procedural will be assigned per candy bar not remaining in the bucket when your last shot is fired. The bucket starts with three candy bars.
Note: The rear driver’s side door of the van may be positioned by the on-deck shooter before their make ready. The candy bucket may also be positioned as desired within the red square in the van. The CEZ behaves like normal fault lines, i.e. the bucket may not be touching the ground outside of the CEZ border.



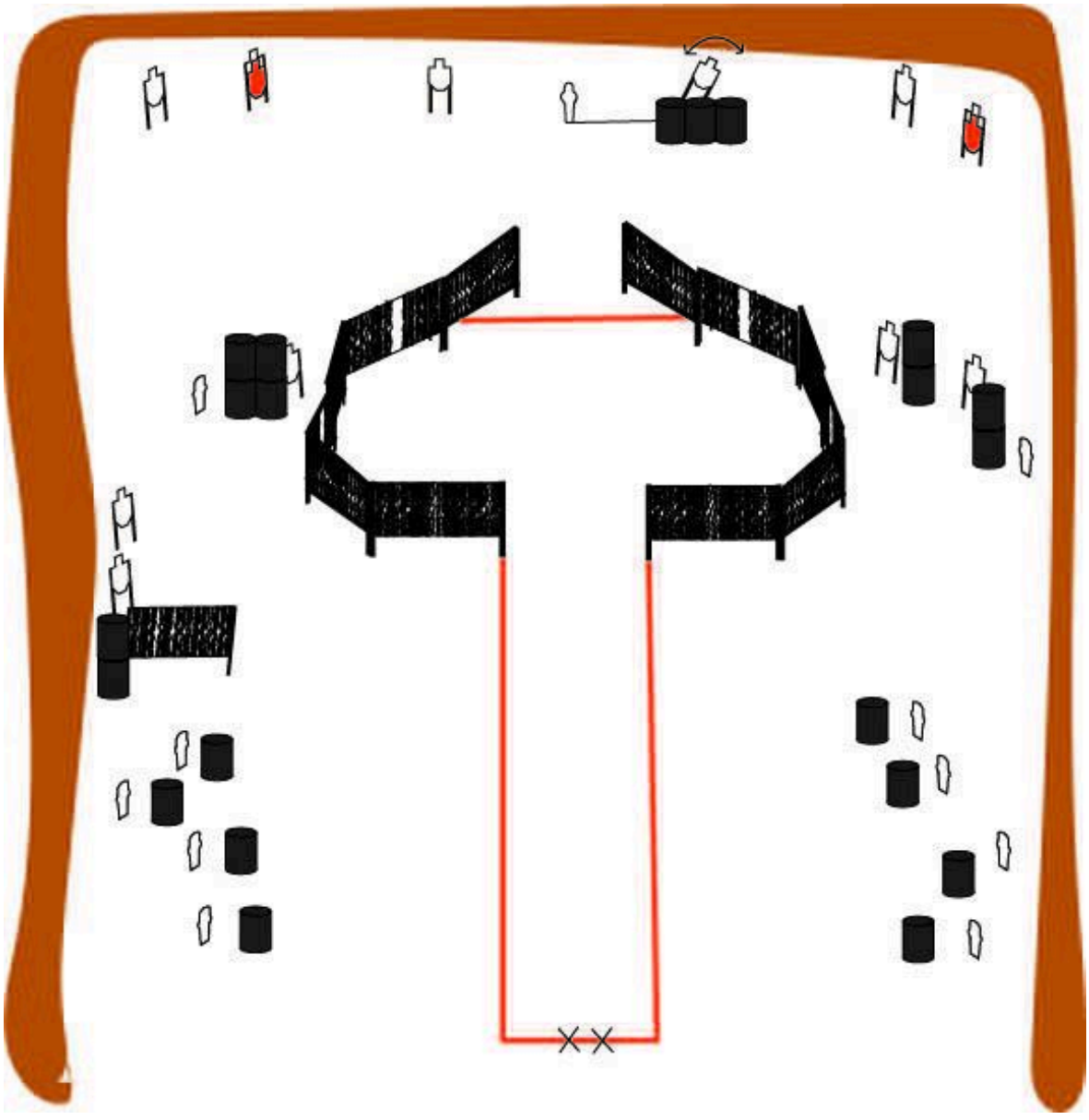
Stage 6 - “Donut of Death” - 33 rounds (165 pts)

Location: Bay 6
Targets: 11 KD Steel, 11 K-Zone paper

Start Position: Standing with heels touching start stick, holding loaded PCC, safety on, with stock touching belt.

Procedure: Engage all targets from within the shooting area. Popper P1 activates swinging K-Zone target.

Note: For the purposes of this stage, hitting the edge of a barrel where the bullet continues on and knocks down a popper will score normally and is not grounds for a re-shoot, even if the barrel hit is full diameter. However, deliberately shooting through the barrels to knock down poppers that are out of your vision is not allowed, i.e. they are **not** considered soft cover.



Stage 7 - “Switchblade” - 20 rounds (100 pts)

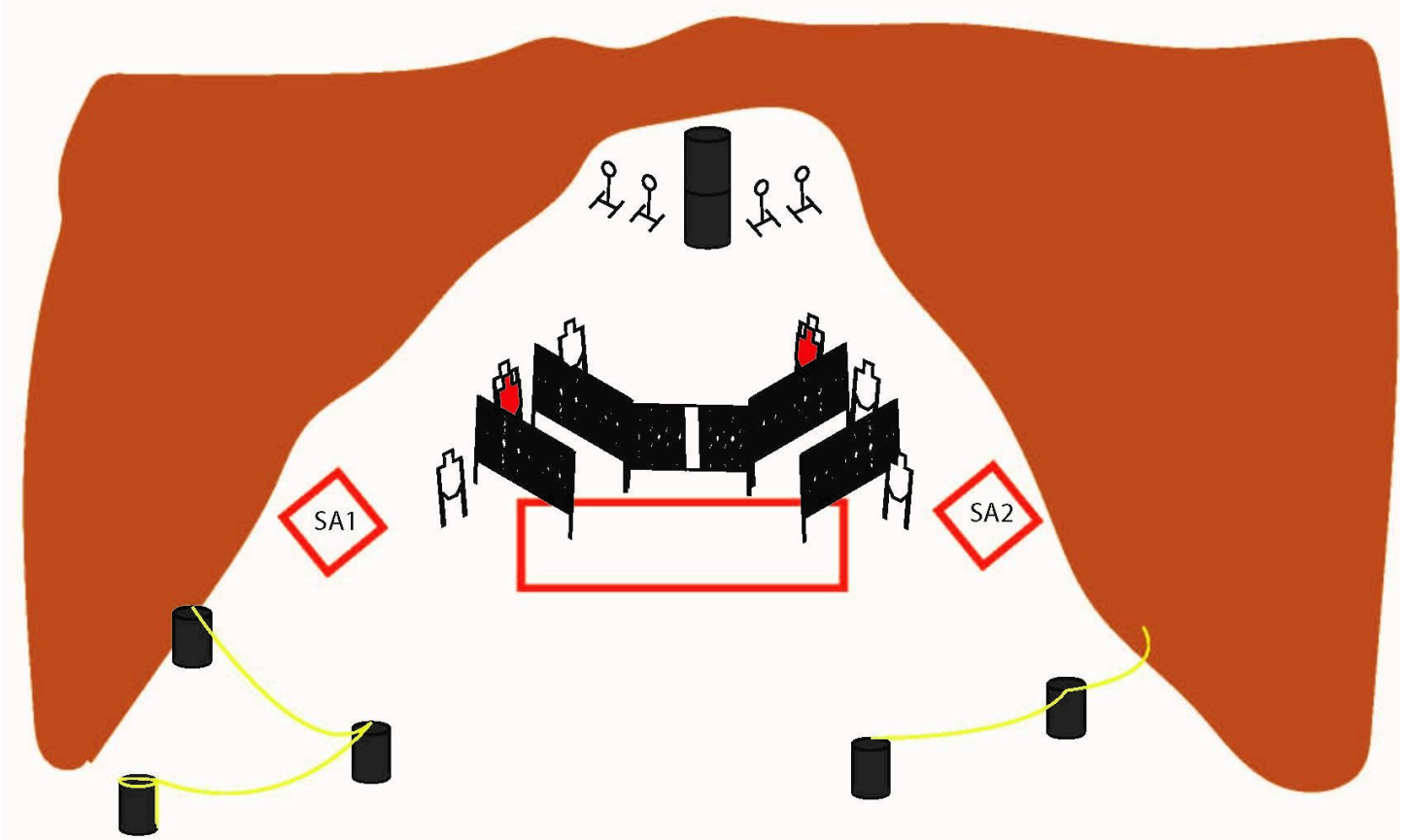
Location: 360 Bay Inner Corner
Targets: 8 Static Steel, 6 K-Zone paper (best 2 hits per paper will be scored)

STRING 1:

Start Position: Standing in either box, holding loaded PCC, safety on, with stock touching belt.
Procedure: Engage all steel from either box only (SA1/SA2), and all paper targets with one round each from the central shooting area. Note: you are *not* limited to firing only one round at each target.

STRING 2:

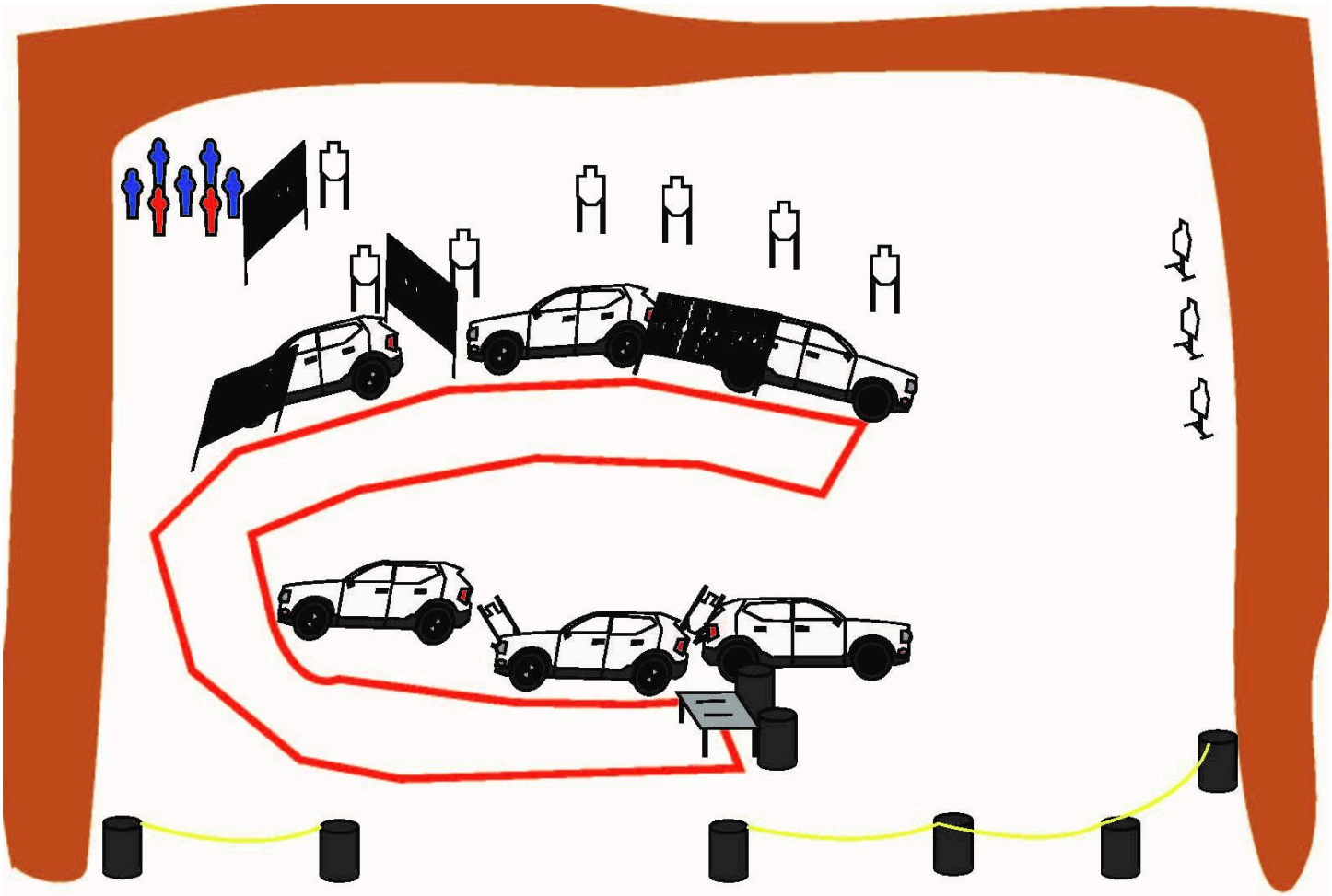
Start Position: Standing in opposite box from string 1, holding loaded PCC, safety on, with stock touching belt.
Procedure: Engage all steel from either box only (SA1/SA2), and all paper targets with one round each from the central shooting area, **support side only (using support shoulder AND support hand pulling the trigger)**. Note: you are *not* limited to firing only one round at each target.



Stage 8 - “Take Us Home” - 29 rounds (145 pts)

Location: Bay 7 (Cars)
Targets: 6 Static Steel, 5 KD Steel, 9 K-Zone paper

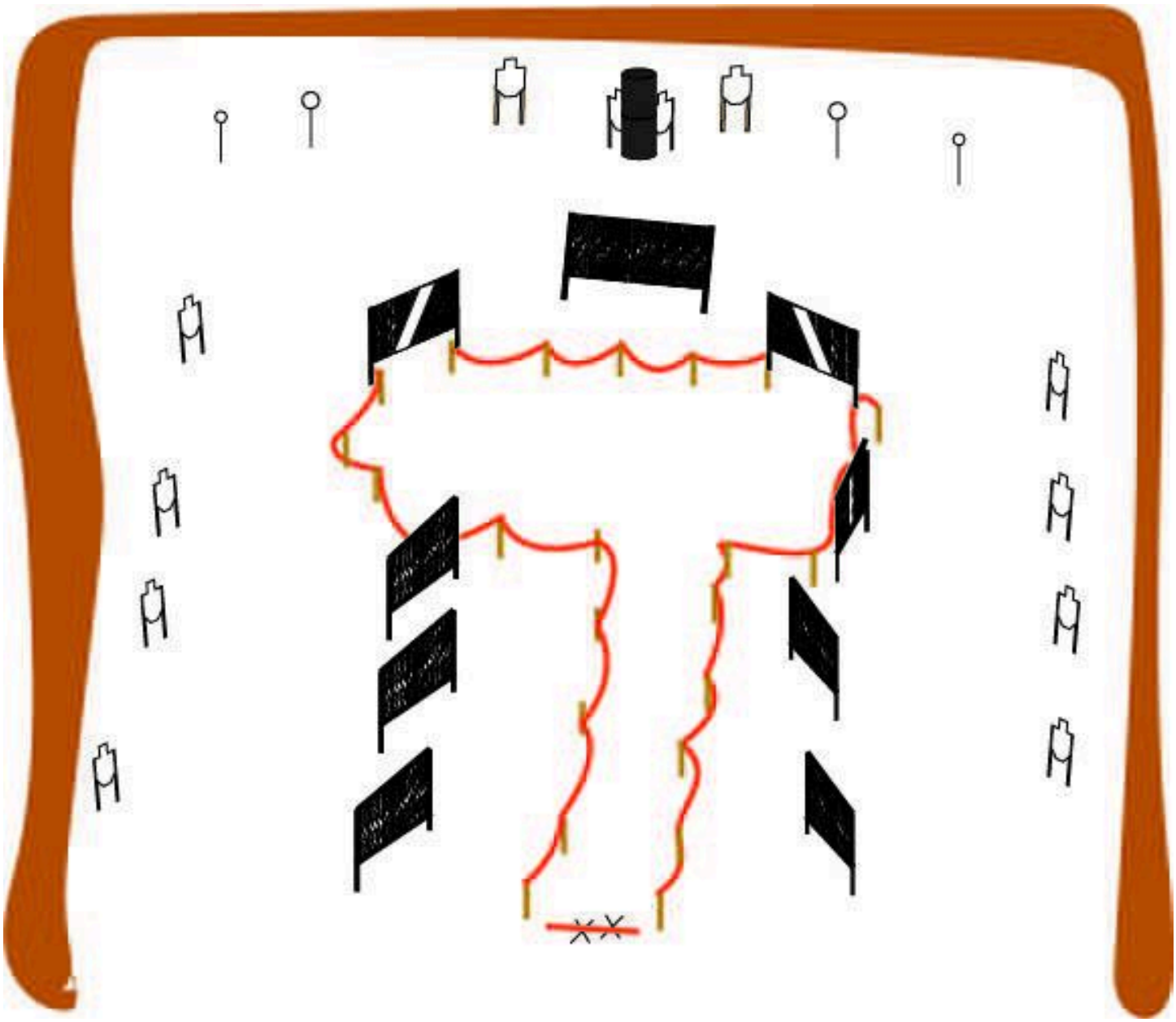
Start Position: Standing behind table with fingers touching marks. Unloaded PCC (safety on) and first magazine staged on marks on table (trigger guard centered over X, muzzle generally downrange, magazine centered on opposite X).
Procedure: Engage all targets from within the shooting area. The static steel silhouettes must be engaged once each through the barrel gap from **both above and under the table** (6 hits total).
Note: No-shoot poppers must fall from gunfire to score.



Stage 9 - “It’s the Climb” - 28 rounds (140 pts)

Location: Natural Bay
Targets: 4 Static Steel, 12 K-Zone paper

Start Position: Standing with heels touching start stick, holding loaded PCC, safety on, with stock touching belt.
Procedure: Engage all targets from within the roped shooting area. Static steel may only be engaged through either **slanted** port.



Stage 10 - “Mayfield” - 34 rounds (170 pts)

Location: Overlook
Targets: 6 Static Steel, 14 K-Zone paper

Start Position: Standing with heels touching marks, holding loaded PCC, safety on, with stock touching belt.
Procedure: Engage all targets from within the shooting area. Static silhouettes must be engaged while any part of your PCC or body is touching the sawhorse. Static circles must be engaged once each through the port, and once each while any part of your PCC or body is touching the tank trap. Port-mounted activator activates swinging paper target.

