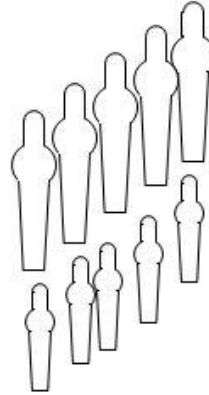
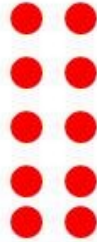


Stage 1



Start in box of choice with gun loaded and holstered (low ready for carbine). You may only engage targets which match the color of the box you are in. Move in and out of boxes at your own discretion.

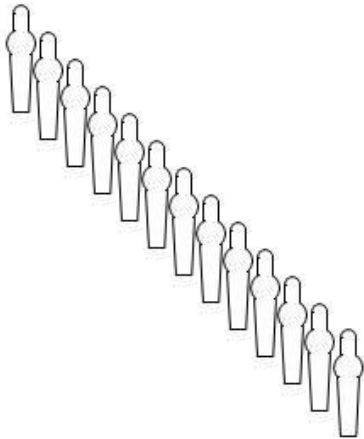
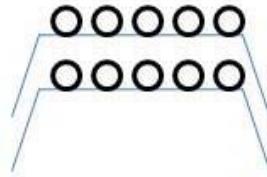
Stage 2

16 pieces of steel at 7 to 14 yards

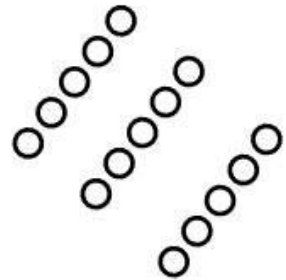
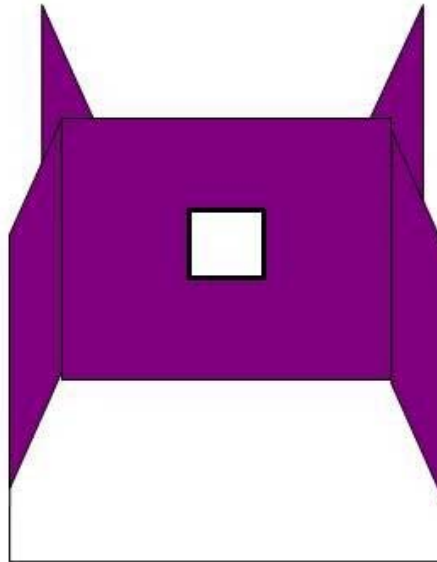


Typical Knockdown stage.
Start with 10+1 in gun at
low ready. NO PAR TIME.
Your score is the time it
takes to knock down ALL
steel.

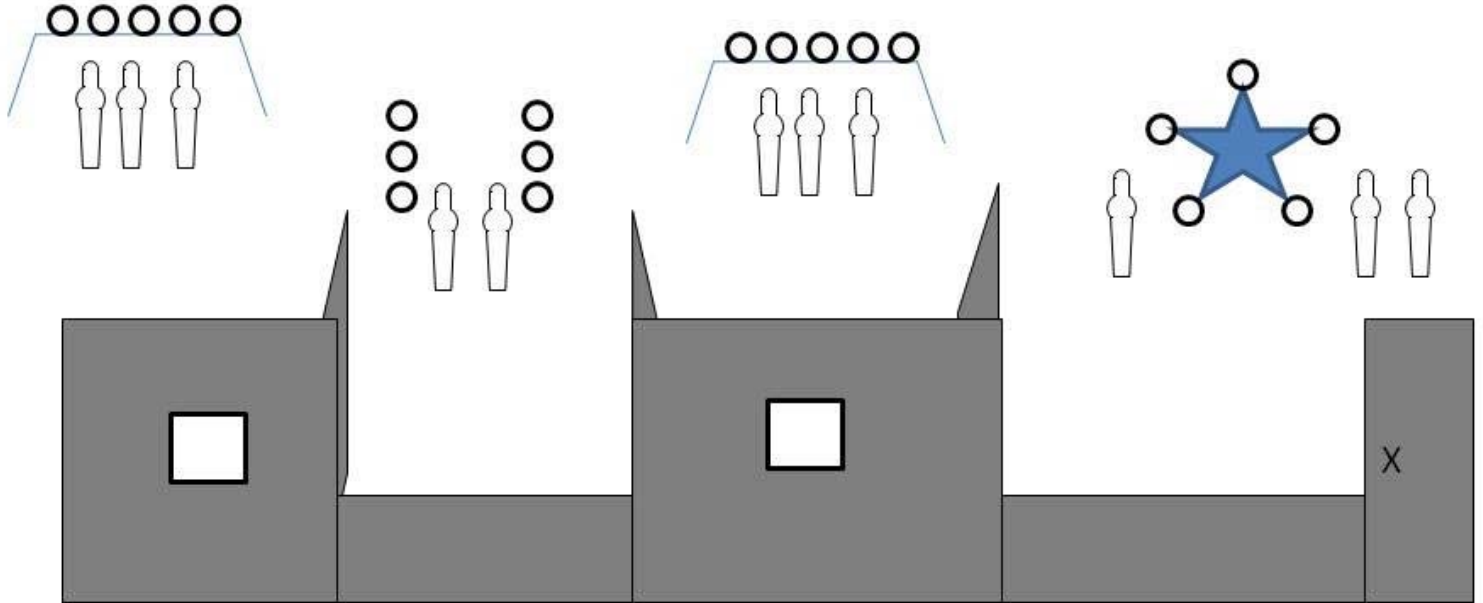
Stage 3



Start in box loaded and holstered (port arms for carbine). Knock down steel.

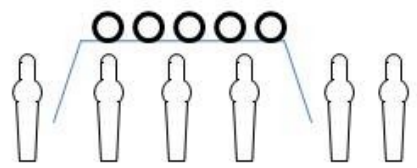


Stage 4

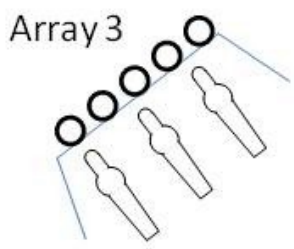


Start loaded with muzzle touching X. Engage all steel

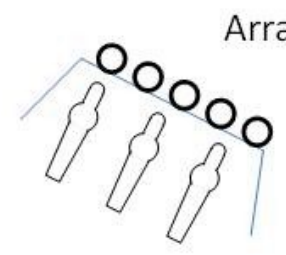
Stage 5



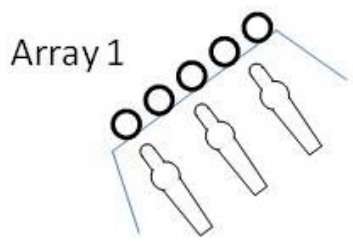
Array 4



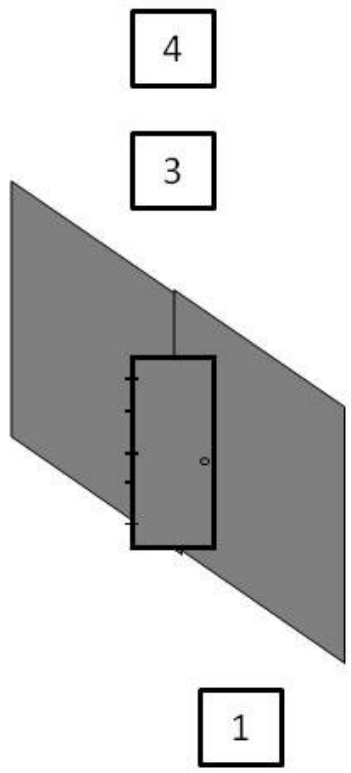
Array 3



Array 2



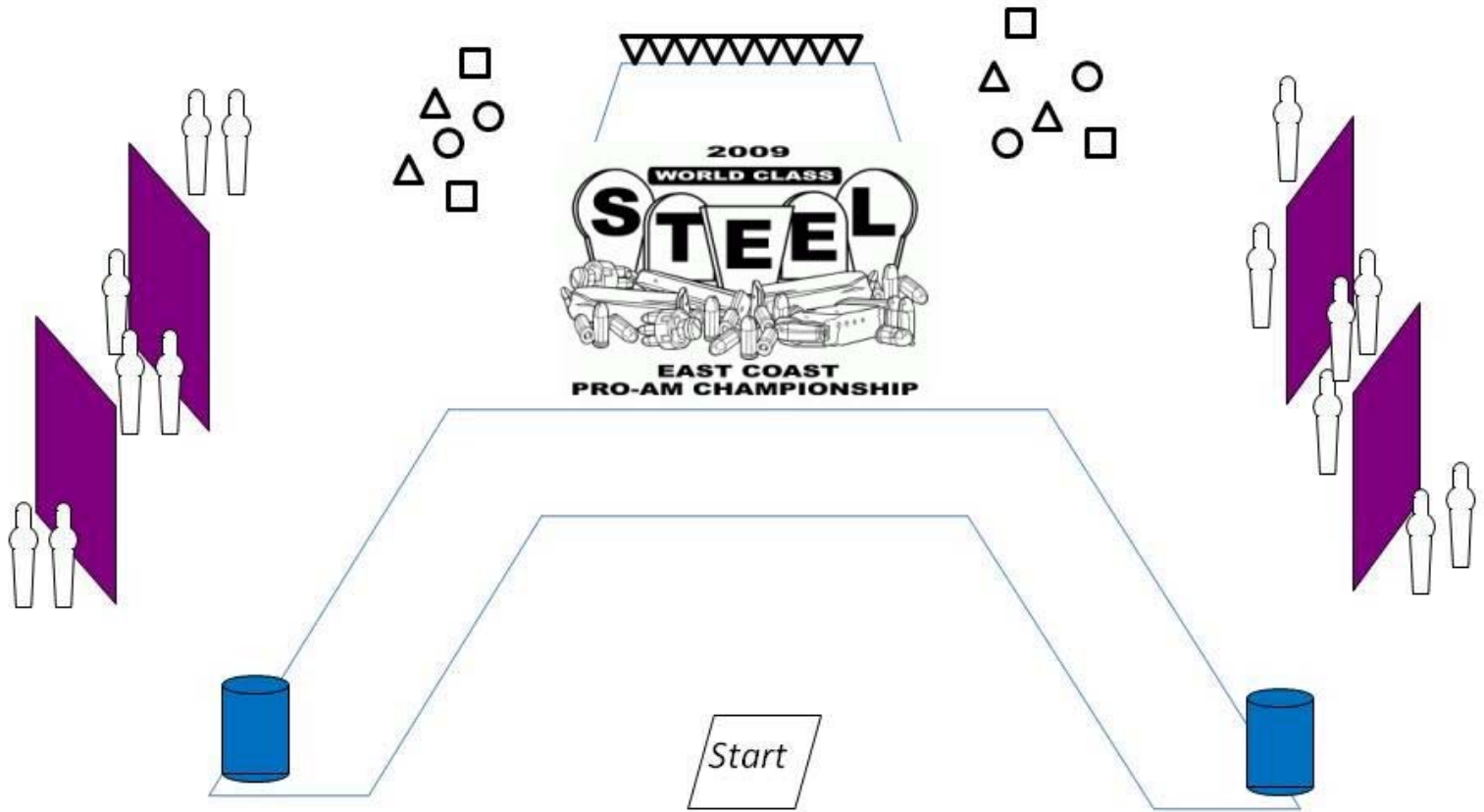
Array 1



Start loaded and holstered (carbine at port arms). Engage Array 1 from box 1, array 2 thru the open doorway, Array 3 from box 3 and Array 4 from box 4. Shooter may NOT retreat to a previous shooting position.

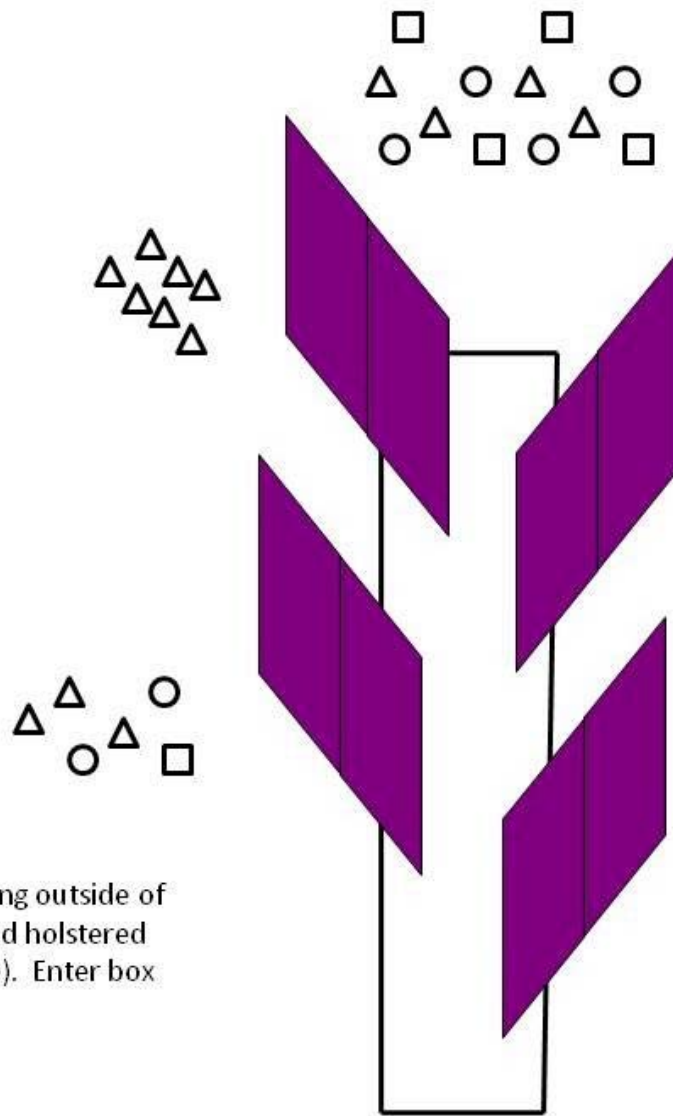


Stage 6



Shooter starts in box and UNLOADED gun (bolt closed & hammer down) is on either barrel. Shooter MAY start with a mag/moon in hand.

Stage 7



Start with Toes touching outside of box. Gun is loaded and holstered (port arms for carbine). Enter box and engage targets.

