



STAGE:	1 – SHOOT HOUSE	LOCATION:	GATE 1 – 400 YARD BAY
FIREARMS:	RIFLE ONLY	ROUND COUNT:	60 Rifle

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and held with muzzle touching either orange dot.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:
All targets are rifle targets.

STAGE PROCEDURE:
<p>Starting with rifle loaded, safety on, and held with the muzzle touching either of the orange dots. Upon signal shooter shall enter the house and engage all targets as they become visible from within the shoothouse and through the ports.</p> <p>Long Range Rifle Position 1: the shooter must have main portion of the body on the platform and shots must pass through the port for the long range targets.</p> <p>Long Range Rifle Position 2: the shooter must engage the long range targets from one of the available ports on the Vtac barricade only.</p> <p>Proceed through the tunnel and onto the rooftop to engage remaining targets.</p>

SPECIAL NOTES:
<p>Any port that is marked with orange/yellow highlight is a RO observation port and no targets may be taken through said ports. Targets will not be neutralized if shot through said ports and procedural penalties will be per shot through those ports.</p> <p>No paper targets may be shot through the designated Long Range Rifle Position (ports).</p> <p>Long range targets engaged anywhere other than specified in WSB will not be considered neutralized.</p>



STAGE:	2 – DUMP TANK	LOCATION:	GATE 1 – 50 & 100 YARD BAYS
FIREARMS:	3-GUN	ROUND COUNT:	30 Rifle, 20 Shotgun Bird, 21 Pistol

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and held at the low ready.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:
Rifle Targets – Gunfighter vehicle targets, Critical Hit Zone target. (From over the Water Tub) Colt Speed plates, Chest plates (off hand from the box) and Mini USPSA as available. Handgun – Paper USPSA, KO plates and Plate Rack. Shotgun – Steel Pipes

STAGE PROCEDURE:
<p>The shooter will begin knelt behind the water tub behind the rifle. The rifle barrel must be over the water with the handguard touching the lath between the black lines on the lath. The Shooters head will be off the stock of the rifle. The Targets in the Gunfighter vehicle must be engaged first, with the rifle being operated by the support side of the body only. (This includes the shooters non-dominant hand and that same side shoulder. Once these targets have been shot, the shooter may change over to their dominant side for the remainder of the stage, including the Critical Hit Zone target which must be shot over the water Tub as well.</p> <p>Move to the shooting box and engage the 2 chest plates, 2 colt speed plates, and the upside down colt speed plate Off Hand only.</p> <p>Paper rifle targets may be engaged as they appear in a freestyle manner. Steel targets require 1 hit. RO will call hits. The Critical Zone targets must move to the side to count as hits. RO's may call a good hit if they bounce back.</p> <p>Abandon the rifle, as required and retrieve your shotgun and engage the pipes targets. If you shoot a pistol target down with your shotgun it will count as a No Shoot.</p> <p>Abandon the shotgun as required and engage the handgun targets.</p> <p>Complete the stage by taking a deep breath and grabbing a drink out of the rifle tub. No bathing or submersible photos until after the match please.</p>

SPECIAL NOTES:
<p>Hits on the Critical Zone target do NOT count as No Shoots. Red Skinny poppers in the Gunfighter Vehicle are NO SHOOTS.</p>



STAGE:	3 – RIDING SHOTGUN	LOCATION:	Gate 2 – Bay 1
FIREARMS:	SHOTGUN ONLY	ROUND COUNT:	4 Slugs and 40 Birdshot

READY CONDITION:	
SHOTGUN	Loaded to division capacity, safety on, and held.
EXTRA AMMO	Birdshot ammo shall be on the shooter’s person. Slugs shall be staged inside the vehicle.

TARGET DESIGNATIONS:
All steel chest plates are shotgun slugs only. All other targets are shotgun birdshot only.

STAGE PROCEDURE:
<p>Shooter will be seated squarely (back rested) in the front passenger seat of the vehicle holding the shotgun with both hands, the stock against the shooter’s belt, and the muzzle sticking out of the windshield. Upon the start signal, shooter shall engage the 4 steel chest plates through the windshield and the driver side window while remaining in the seated position and no part of the body touching the ground outside (1 slug hit on target called by the RO neutralizes the target). Slug reloads must be done while inside the vehicle.</p> <p>All the other targets shall be engaged with birdshot only as they become visible at any time after the start signal and from anywhere inside the vehicle and the shooting area. The Polish Plate Rack’s activator target must be hit first before any of the plates on the rack can be engaged.</p>

SPECIAL NOTES:
<ol style="list-style-type: none"> 1) Failure to hit the Polish Plate Rack’s activator plate first before engaging the plates on the rack will be a 5-second Procedural penalty plus 15-second Fail to Engage penalty for every plate knocked off the rack before it is activated since the target is no longer available to be engaged correctly (Rule 11.1.15). 2) Any non-slug targets INSIDE THE BAY that is hit with a slug will be a Stage DQ (Rule 2.2.3) and shooter shall pay fines if the target or stand is damaged. 3) ANY USE OF SLUGS OUTSIDE THE BAY AND IN THE FOREST AREA WILL BE A <u>MATCH DQ</u> regardless of whether the target is hit or not (Rule 2.1.7 due to no berm confines). If a target is hit with slugs, shooter shall pay fines if the target or stand is damaged.



STAGE:	4 – KEEP ON RUNNING	LOCATION:	GATE 2 – BAY 2 & 3
FIREARMS:	3-GUN	ROUND COUNT:	14 Rifle, 2 Shotgun Slugs, 12 Shotgun Bird, 14 Pistol

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and held at the low ready.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter’s person. No staged ammo.

TARGET DESIGNATIONS:
Rifle: Paper, Auto-Poppers, and Hanging Clay
Shotgun: Slug Gong, Slug Flasher, Clays, Pipes, Activator & Flying Clays
Pistol: Paper, Red Steel & Hanging Clay

STAGE PROCEDURE:
<p>Shooter begins with rifle held at low ready. Upon the start signal, shooter will engage the 2 auto-reset poppers, and the 2 skinny sammies from within the shooters box. Shooter will engage all rifle paper as it becomes visible from within the shooting area. Shooter will abandon a safe rifle and proceed to the staged shotgun.</p> <p>Shooter will engage 3 clays and 2 slug targets before entering the forest. Upon entering the forest,</p> <p>Shooter will engage all shotgun targets from as they become visible from within the shooting area.</p> <p>Shooter will abandon a safe shotgun and engage all pistol targets as they become visible from within the shooting area.</p>

SPECIAL NOTES:
-RO will call hits on the auto-poppers, slug targets, and pistol B/C targets.
-The vertical red posts on either side of the shotgun pick-up indicate the 180° for the shotgun only.
-Rifle steel must be engaged from within the shooters box.



STAGE:	5 - BACK & FORTH	LOCATION:	GATE 3 – BAY 1
FIREARMS:	3-GUN	ROUND COUNT:	25 Rifle, 16 Shotgun Bird, 20 Pistol

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and held at the low ready.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:
All Paper is Rifle/Pistol Option. Steel Pipes and Clays are Shotgun only. Steel poppers and flip overs are Shotgun/Pistol Option. Green steel is rifle only.

STAGE PROCEDURE:
Starting with Toes on marks and rifle held at low ready. On start signal engage targets as they become available from within the shooting area. Green steel is rifle only and must be shot before leaving the rear shooting area. When rifle work is complete dump and retrieve shotgun. Engage Shotgun targets and if necessary dump shotgun and retrieve pistol to complete course of fire.

SPECIAL NOTES:
Shooter may not shoot green steel from anywhere but the rear shooting area.



STAGE:	6 - OPTIONS	LOCATION:	GATE 3 – BAY 2
FIREARMS:	3-GUN	ROUND COUNT:	6 Rifle, 20 Shotgun Bird, 6 Pistol, 12 Optional Rifle/Pistol 10 Optional Pistol/Shotgun

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and staged.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:	
Pistol:	Full sized IPSC paper
Rifle:	Mini IPSC paper
Rifle/Pistol Optional:	Classic (turtle)
Shotgun:	Pipe targets
Shotgun/Pistol Optional:	KO steel

STAGE PROCEDURE:
<p>Shooter may start anywhere in the shooting area with any gun. If starting with either long gun, it will be on safe and held at the low ready, the other long gun staged and pistol holstered. If starting with the pistol, it will be holstered with arms relaxed at side and both long guns will be staged. Upon signal engage the appropriate targets with the appropriate firearms from within the shooting area.</p> <p>Shooter may pickup and shoot a firearm that has already been shot. Only 1 firearm may be handled at one time. Shooter may not reholster the pistol.</p>

SPECIAL NOTES:
<p>Any target that is shot with a gun not designated for that target will receive a "no shoot" penalty for that target and a "unhit target" penalty.</p> <p>Any hit on a pipe target with a firearm other than the shotgun or hit on any steel target with a rifle will result in a STAGE DQ as well as monetary fine if the target is damaged TBD by FLSC/MN3GG.</p>



STAGE:	7 – ESCAPE	LOCATION:	GATE 3 – BAY 3
FIREARMS:	PISTOL ONLY	ROUND COUNT:	55 Pistol

READY CONDITION:	
PISTOL	Loaded to division capacity, safety on, and staged.
EXTRA AMMO	On the shooter’s person. No staged ammo.

TARGET DESIGNATIONS:
<p>All targets are designated as handgun.</p> <p>The Piano Keys require 2 visible hits per plate to score. Target will be painted between each shooter. Hits on Piano Keys will NOT be called.</p> <p>Hits on large stop plate, chest plate and the steel challenge plates will be called by the RO.</p>

STAGE PROCEDURE:
<p>Thank you Andy Horner for throwing something like this out there at Blue Ridge a couple years ago.</p> <p>Begin Seated with your Primary hand handcuffed to the post, handgun loaded and staged. Uncuffed hand on shooters knee. Your primary hand is the one on the same side as your holster if anyone is having a tough time with this. Handcuff key can be staged anywhere BUT in the handcuffs or the held in the handcuffed hand.</p> <p>On the start signal, retrieve your pistol and engage the available targets using only your support hand. (Only the 2 closest paper targets and the large stop style plate and the chest plate directly at the back of the bay on the left are designated to be shot support hand only.) Remain seated while shooting this portion of the stage.</p> <p>Set your SAFE (on safe or completely empty) handgun down within the rules of abandonment and remove the handcuff with the provided key. The wooded dump container may be placed and or moved by the shooter.</p> <p>Retrieve your handgun and neutralize all remaining targets from within the shooting area. Small round steel painted in blue is a NO SHOOT.</p>

SPECIAL NOTES:
<p>If you need to reload and or clear a malfunction, you will set the gun down, uncuff and reload or clear malfunction with 2 hands. Then continue with the support hand shooting.</p>



STAGE:	8 – EAT & GET GAS	LOCATION:	GATE 3 – BAY 4
FIREARMS:	3-GUN	ROUND COUNT:	22 Pistol, 26 Rifle, 16 Shotgun Birdshot

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and staged in trunk of car.
SHOTGUN	Loaded to division capacity, safety on, and staged in dump box.
PISTOL	Loaded to division capacity, safety on, and staged on table.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:
IPSC Classic Paper (Turtles) – Pistol Only
Knockover (KO) Steel Plates Up-Range of Dump Box – Pistol Only
Auto Reset Popper – Rifle Only
IPSC Metric Paper & ½ Size IPSC Metric Paper – Rifle Only
Aerial Clay – Rifle Only
Static Clays & KO Steel Plates Downrange of Dump Box – Shotgun Birdshot Only

STAGE PROCEDURE:
<p>Standing within walled Area A with heels touching designated marks on rear fault line. Upon signal retrieve pistol from table and engage all pistol targets visible from within Area A only. All targets visible from within Area A <u>MUST</u> be engaged from within Area A only. Engaging any pistol target that is visible from within Area A from outside of Area A will incur a 5-second procedural penalty per target. After engaging all pistol targets visible from within Area A, exit the walled area and retrieve gas can from the designated location. Shooter shall carry gas can to designated area next to the car and deposit gas can within the designated area. Gas can must be within one arm length of shooter until it has been deposited next to car. Engage all remaining pistol targets as they become available. Shots on remaining paper targets next to the car must pass through the open car windows. Shooter may engage remaining targets while carrying the gas can. After engaging all remaining pistol targets, abandon safe pistol in dump bucket and retrieve rifle.</p> <p>Engage rifle paper targets as available from within the shooting area. Auto Reset Popper and Aerial Clay <u>MAY ONLY</u> be engaged while in contact with the Pressure Plate Target Activator. Abandon safe rifle in dump box and retrieve shotgun.</p> <p>Engage designated shotgun targets as available from within the shooting area.</p>

SPECIAL NOTES:
<ol style="list-style-type: none"> 1. Shooter may only carry the gas can with their hands, and shooter is allowed to set gas can on the ground to shoot and/or reload as necessary. 2. Any non-rifle designated steel target that is hit with a rifle round will be a Stage DQ (Rule 2.2.3) and shooter shall pay fines if the target or stand is damaged.



STAGE:	9 – SECRET AGENT MAN	LOCATION:	GATE 3 – BAY 5
FIREARMS:	3-GUN	ROUND COUNT:	20 Rifle, 20 Birdshot, 20 Pistol

READY CONDITION:	
RIFLE	Loaded to division capacity, safety on, and staged.
SHOTGUN	Loaded to division capacity, safety on, and staged.
PISTOL	Loaded to division capacity and holstered.
EXTRA AMMO	On the shooter's person. No staged ammo.

TARGET DESIGNATIONS:
All steel pipe targets are shotgun birdshot only. Colt Auto-Reset Targets, Plate Rack Targets, and Mini-IPSC Paper Targets are rifle only. Hostage Plate, Texas Star, Pepper Poppers and Full-Size IPSC Paper Targets are pistol only.

STAGE PROCEDURE:
Your mission, should you choose to accept it, is to recover the stolen Top Secret documents and save the world.
Shooter shall start standing with toes touching the designated marks and hands relaxed at sides. Upon the start signal, shooter shall knock over the two guards using bodily force and retrieve both the briefcase and shotgun. Shooter shall engage the steel pipe targets with the shotgun as they become visible.
Shooter shall abandon a SAFE (safety on or completely empty) shotgun in the designated dump box before retrieving the rifle and engaging the auto-reset targets (RO will call hits), the plate racks, and all Mini-IPSC paper targets as they become visible.
Shooter shall abandon a SAFE (safety on or completely empty) rifle in the designated dump box before entering the vehicle and engaging the Texas Star, pepper poppers, and full-size IPSC targets with the pistol from inside the cabin of vehicle (no part of the body touching the ground) and through the windows of the vehicle (no shooting over or outside of the vehicle and no more than the shooter's arms protruding out the windows of the vehicle).

SPECIAL NOTES:
1. Shooter can only carry the briefcase with their hands and is allowed to put down the briefcase on the ground to shoot and/or reload but must have the briefcase within an arm's reach at any time. 5-Second Procedural Penalty per shot fired while too far away from the briefcase. 30-Second Procedural Penalty for intentionally separating away from the briefcase (throwing).
2. Only after the shooter abandons the rifle can the shooter place the briefcase inside the vehicle.
3. Last shot must be fired from inside the vehicle with the briefcase inside the vehicle.
4. Any non-rifle designated steel target that is hit with a rifle round will be a Stage DQ (Rule 2.2.3) and shooter shall pay fines if the target or stand is damaged.
5. Hostage plate is a hard cover target (no No-Shoot penalties).
6. Any extra plates downed while another plate is hit is a given to the shooter (no shot over required).

