



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>