



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

**READY CONDITION:**

<b>PISTOL</b>	Loaded to division capacity, safety on, and staged.
<b>EXTRA AMMO</b>	On the shooter’s person. No staged ammo.

**TARGET DESIGNATIONS:**

All targets are designated as handgun.

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.

Hits on large stop plate, chest plate and the steel challenge plates will be called by the RO.

**STAGE PROCEDURE:**

Thank you Andy Horner for throwing something like this out there at Blue Ridge a couple years ago.

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.

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.

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.

Retrieve your handgun and neutralize all remaining targets from within the shooting area. Small round steel painted in blue is a NO SHOOT.

**SPECIAL NOTES:**

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.