



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"> 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. 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.