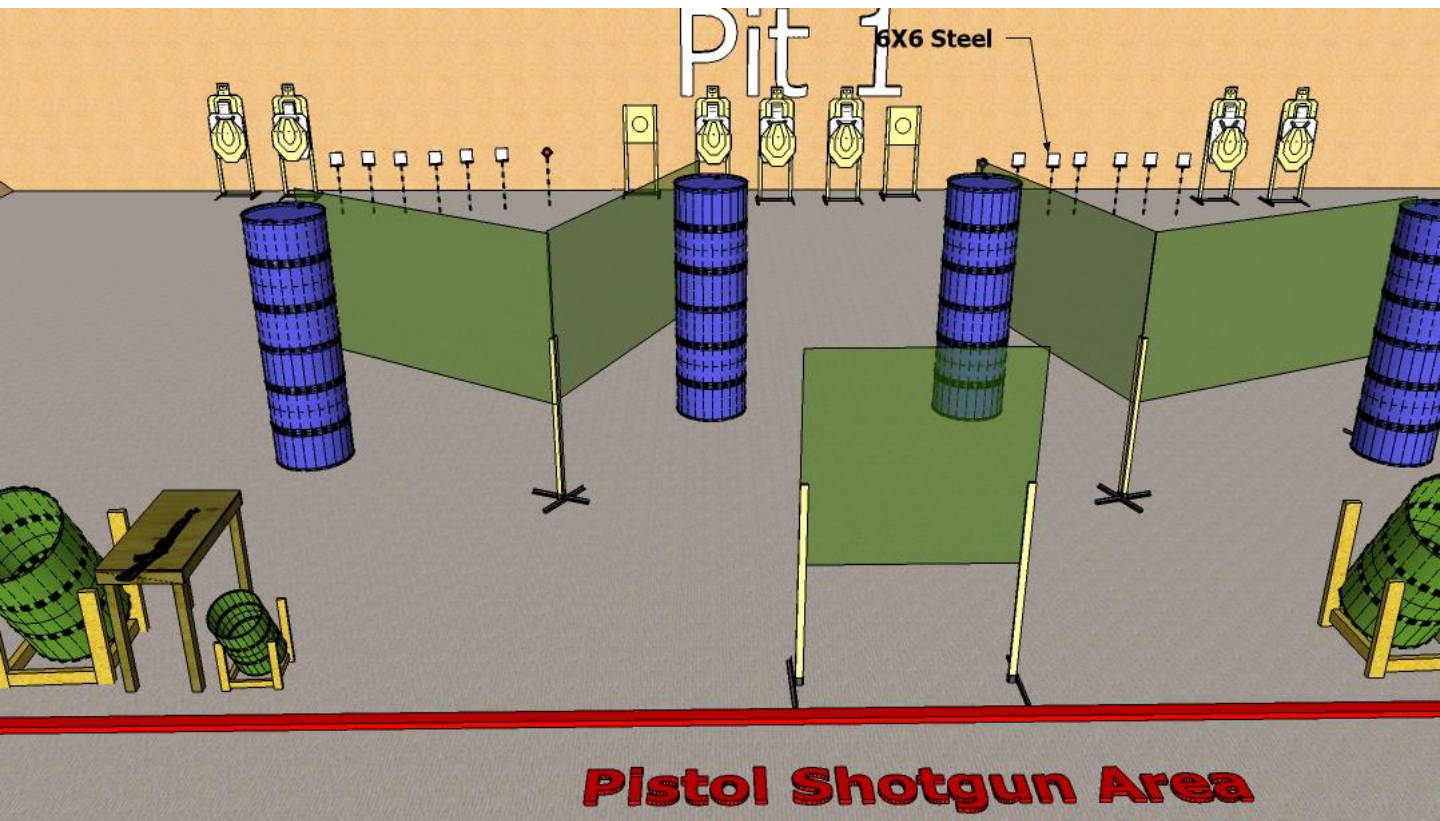
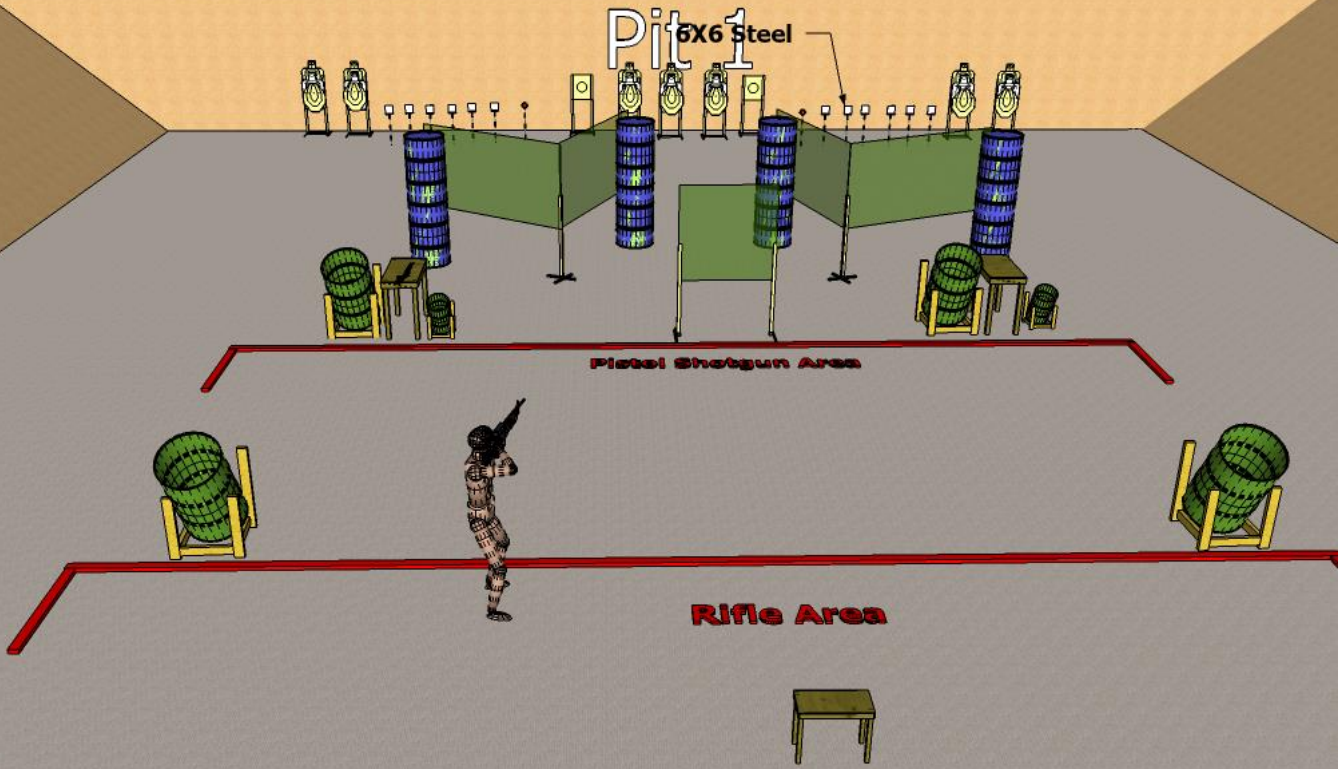


Pit 1

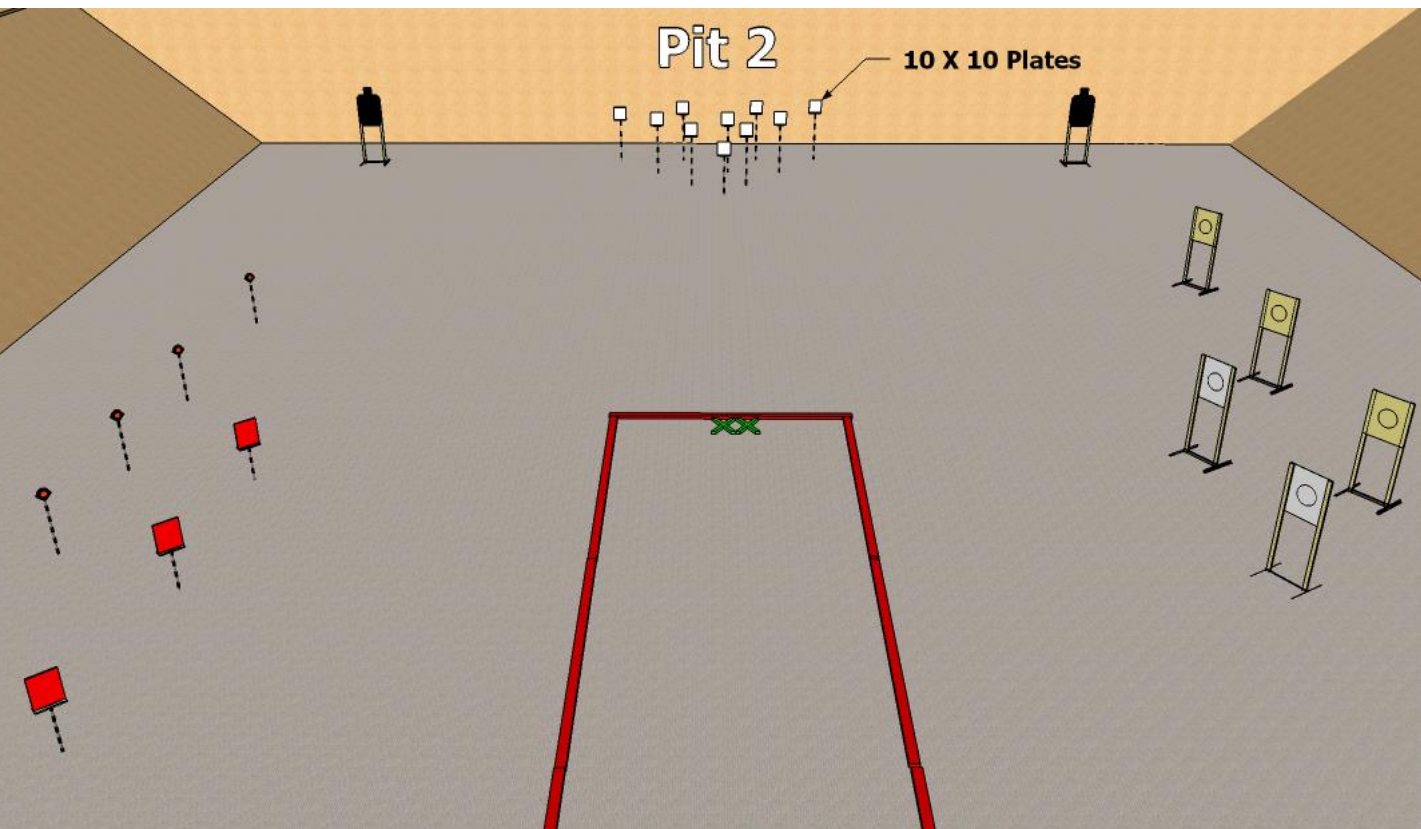
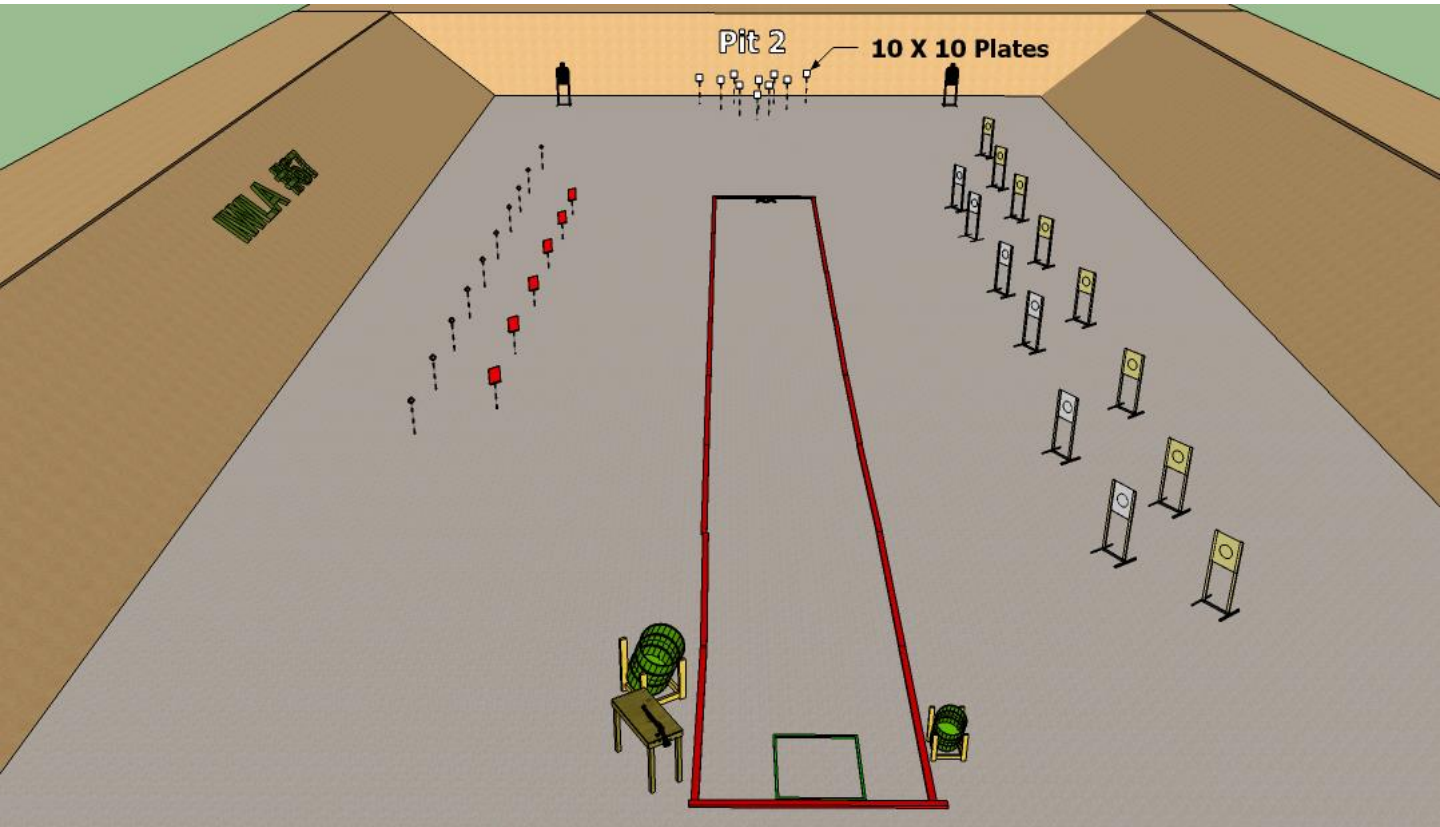


Pit 1

Start: Seated on stool. Loaded rifle at low ready, safety on. Pistol loaded and holstered. Shotgun loaded and staged on either table.

Procedure: On signal, engage cardboard metric targets with rifle from rifle area only. Classics maybe engaged with rifle from rifle area or pistol from pistol/shotgun area. Cardboard 3GN targets may only be engaged with pistol from pistol /shotgun area. Clays may only be engaged with shot from pistol /shotgun area. Grey steel may be engaged with either pistol or shot from pistol /shotgun area. All firearms must be safely grounded in appropriate bunkers.

Pit 2



Pit 2

Start standing toes on marks and either:

- Loaded shotgun at low ready safety on and pistol holstered with magazine inserted and empty chamber.

Or:

- Wrists above shoulders. Pistol loaded and holstered. Shotgun lying on staging table loaded with an empty chamber.

Procedure:

- Engage clays with shot only. Engage B/C zone targets with one slug each from green box only. Engage B/C zone targets with one pistol round each from green box only. Engage 3GN cardboard targets with pistol only. Engage grey plates with either pistol or shot. All firearms must be safely grounded in appropriate bunkers.

The red steel is no-shoot steel. Each no-shoot steel must fall to incur the 10 second penalty associated with it.

Hits on B/C zone from green box are required with both pistol and slugs.

Hits with on B/C zone with pistol from outside the green box do not count.

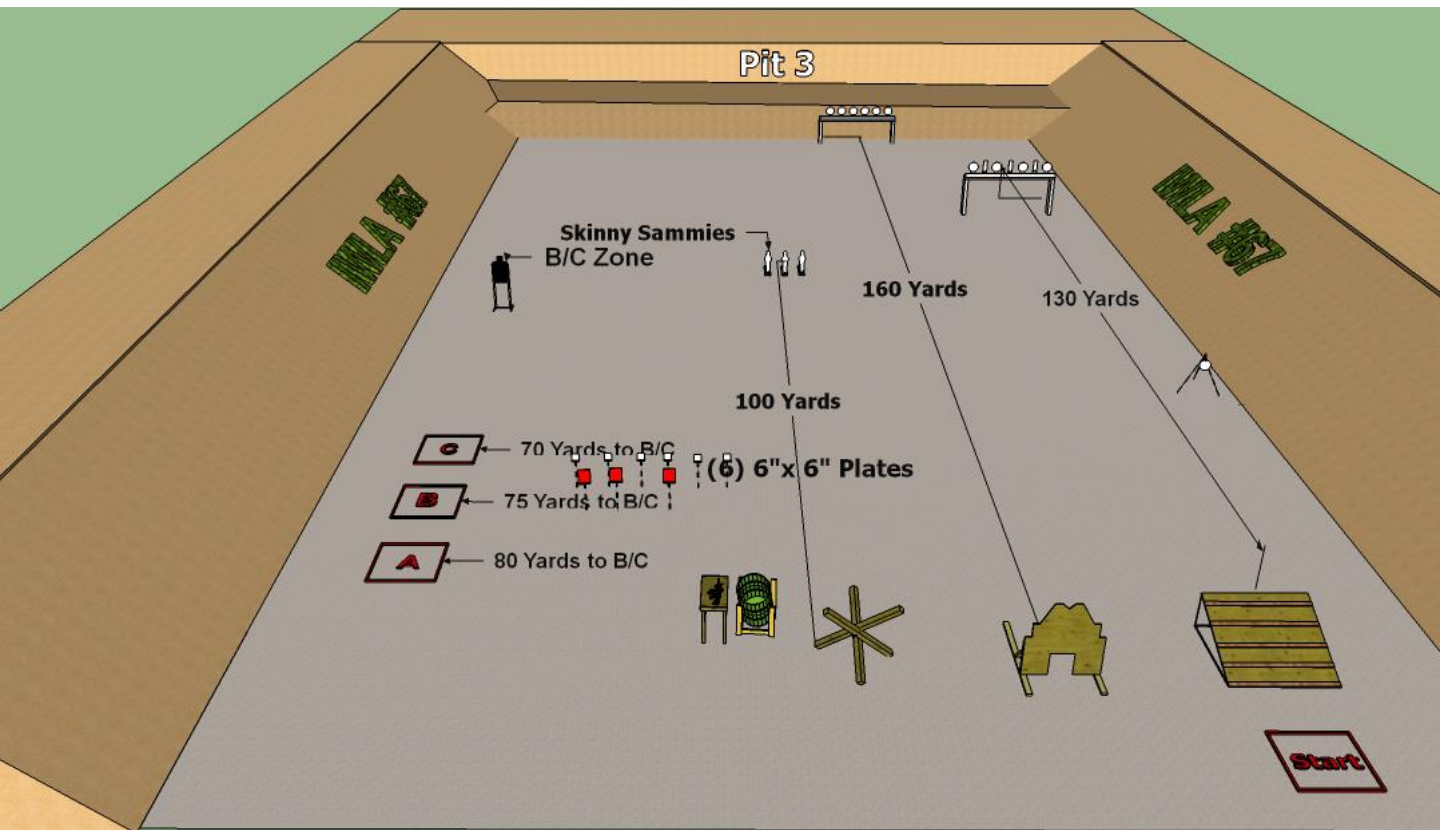
Hits with on B/C zone with slugs from outside the green box will result in one 20 second procedural for each hit.

The penalty for hitting a steel no-shoot or B/C zone closer than 30 feet with a slug will be a match DQ.

The penalty for hitting a steel no-shoot farther than 30 feet will be a \$25 fine and a 20 second procedural per occurrence.

The penalty for hitting a clay bird stand with a slug will be a \$15 fine and a 20 second procedural per occurrence.

Pit 3



Pit 3

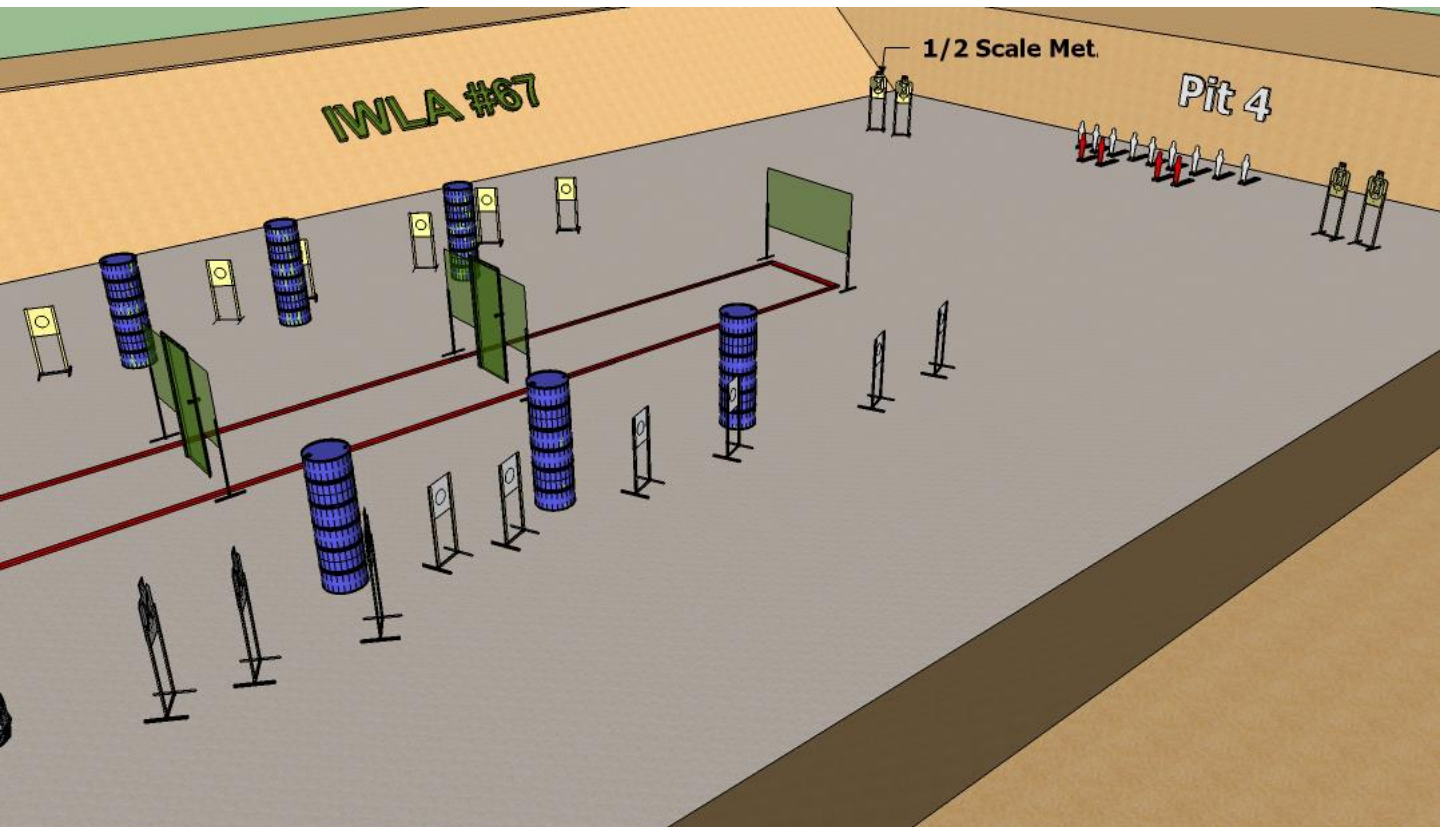
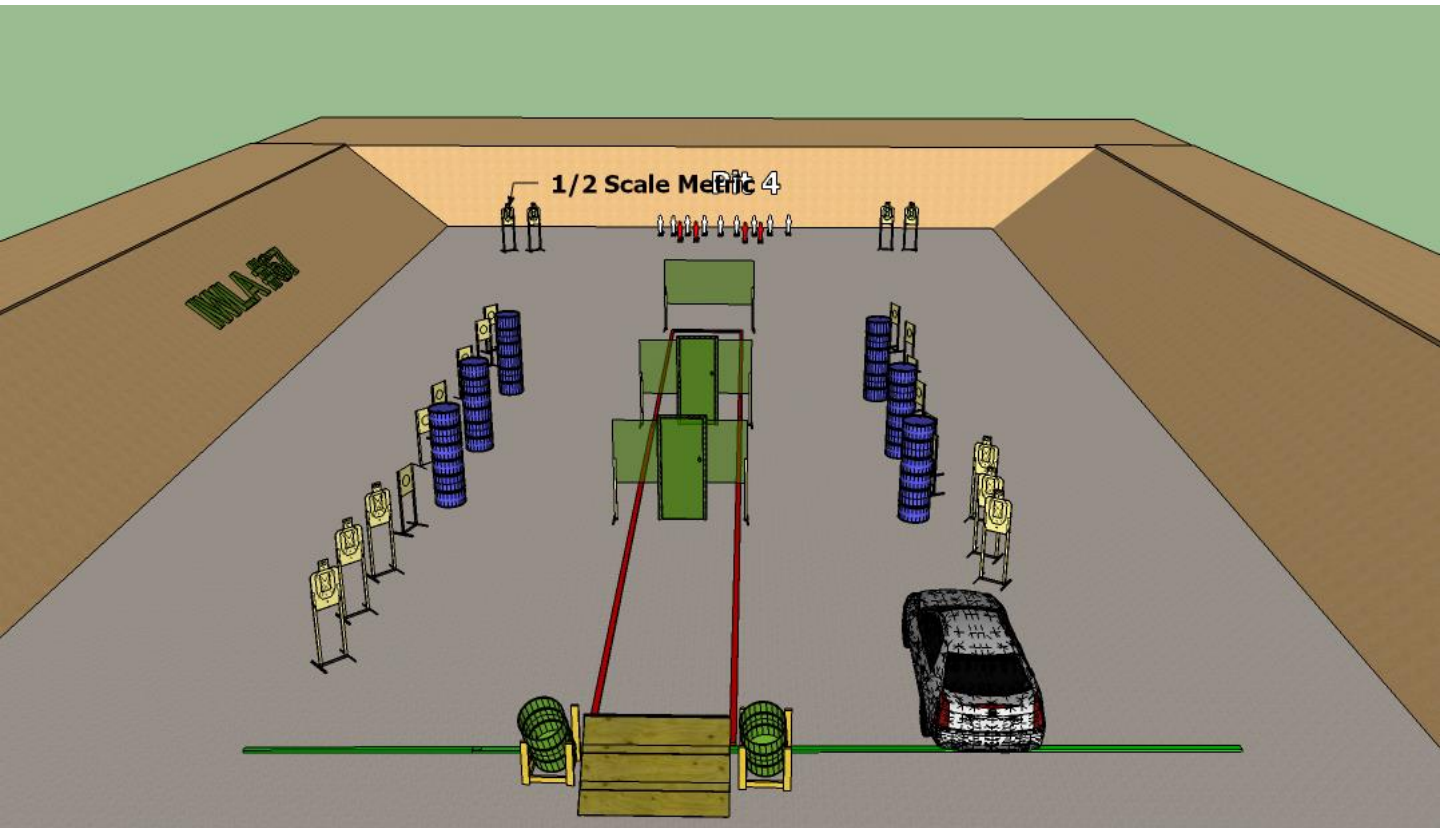
Start: Standing in start box with loaded rifle at port arms, safety on. Shotgun loaded, with safety on, stage on table.

Procedure: On signal engage the 8" plate on tripod off hand from within the start box, then engage the seven plates on the right plate rack with rifle from the roof simulator without touching the ground. Engage the six plates on the left rack with rifle from the 3GN barrier. You may use the barricade for support. Engage the three skinny sammies from the tank trap. Ground rifle safely in long gun bunker provided. Engage six 6" x 6" knockdowns with shot only. From box A engage B/C zone with one slug. From box B engage B/C zone with one slug. From box C engage B/C zone with one slug.

The red steel is no-shoot steel. Each no-shoot steel must fall to incur the 10 second penalty associated with it.

The penalty for touching the ground while shooting from the roof simulator will be one procedural. (Not one per shot fired)

Pit 4



Pit 4

Start:

- Standing with both palms flat on trunk of car holding trunk completely closed.
- Loaded rifle lying in trunk with safety on.
- Pistol holstered with magazine inserted and empty chamber.

Procedure:

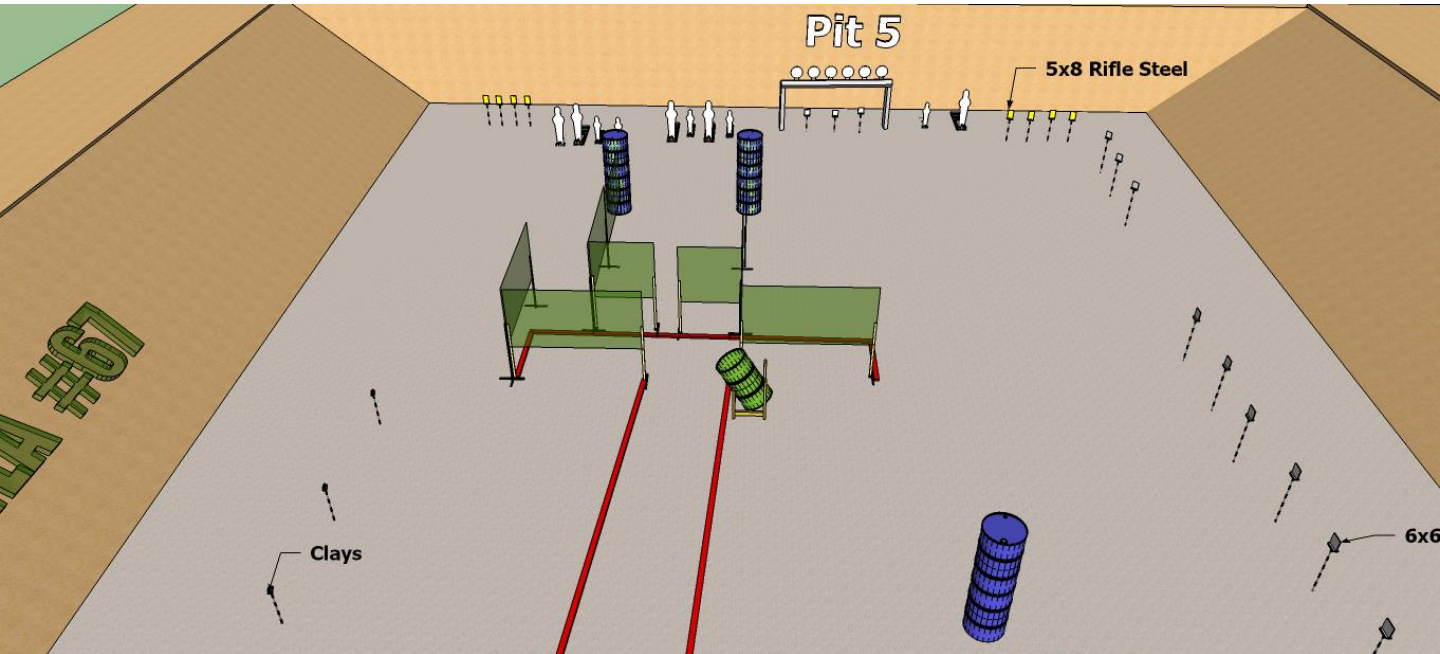
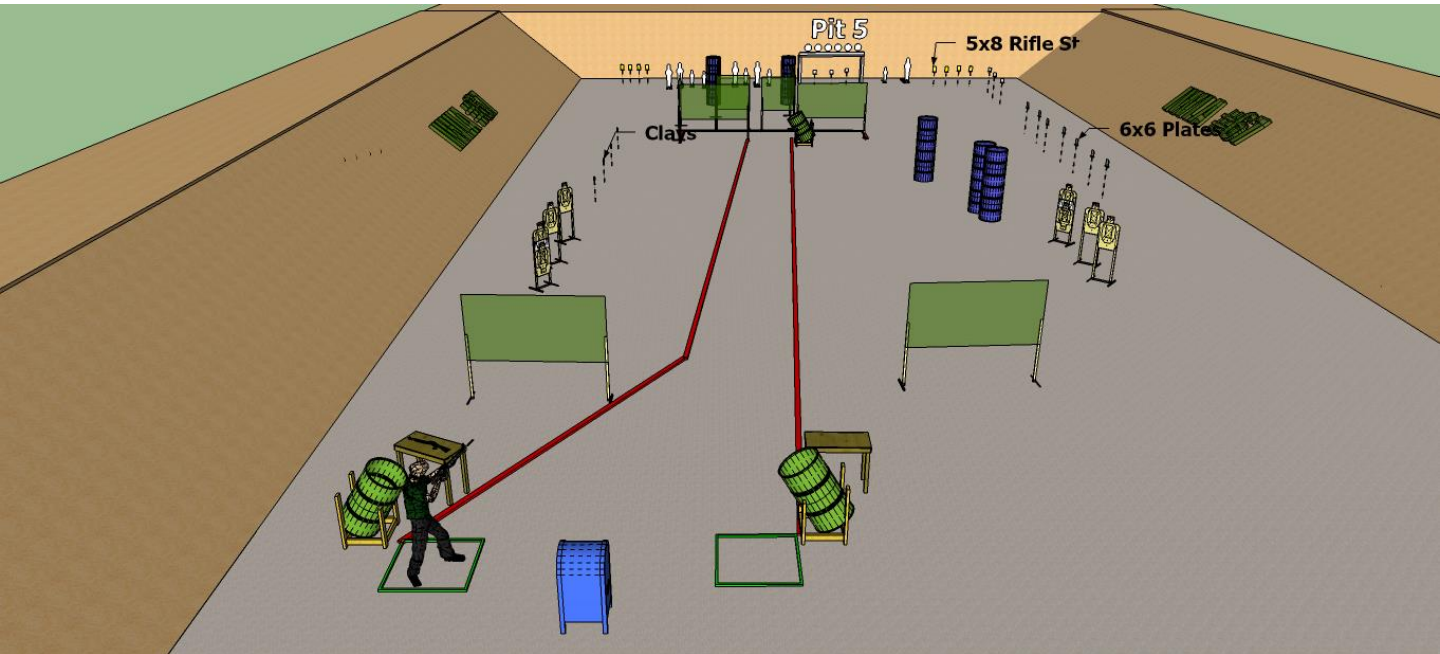
- Engage all metric targets with rifle from behind the green line and wall. Shooter may use wall for support. Shooter may not use car for support.
- After grounding rifle safely go over the wall and enter the free fire zone.
- Engage all 3GN cardboard targets and grey steel with pistol only.
- Shooter must open doors and pass through doorways.
- All firearms must be safely grounded in appropriate bunkers.

The red steel is no-shoot steel. Each no-shoot steel must fall to incur the 10 second penalty associated with it.

Penalties:

- Not going over the wall will result in one 20 second procedural.
- Failure to open and pass through doorways will result in one 20 second procedural for each occurrence.

Pit 5



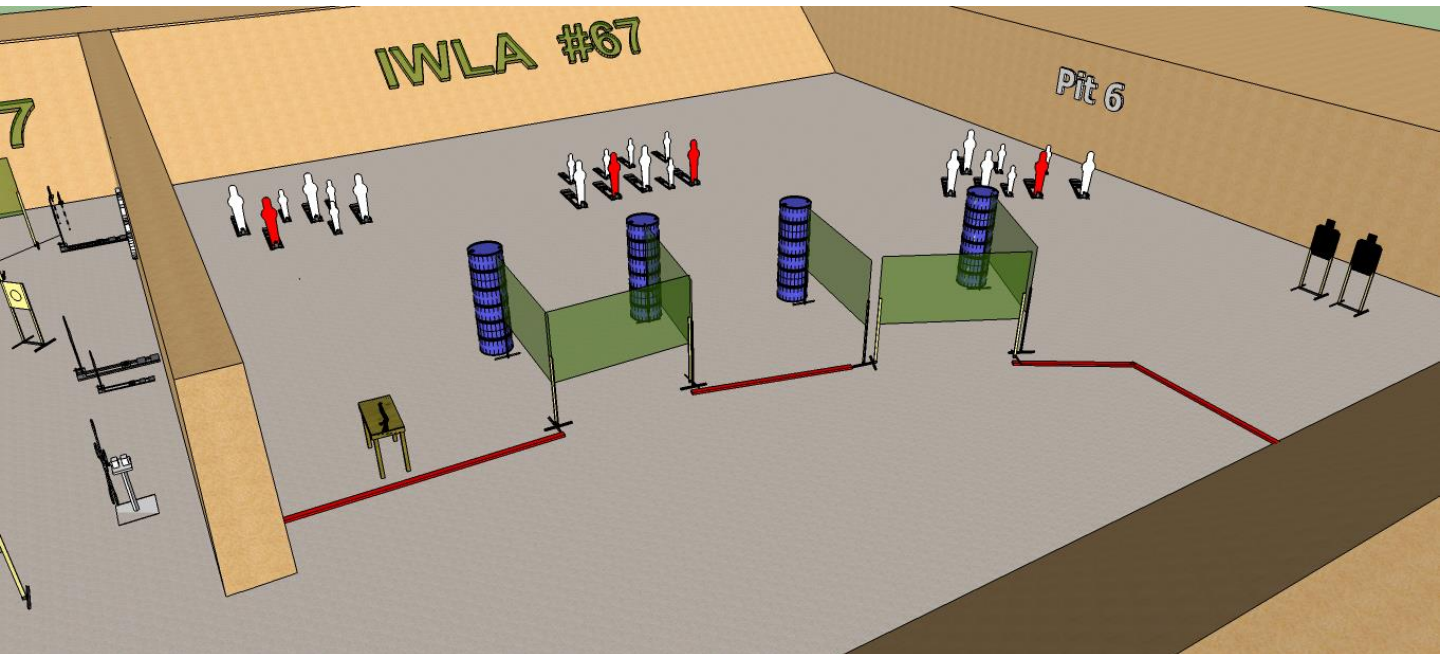
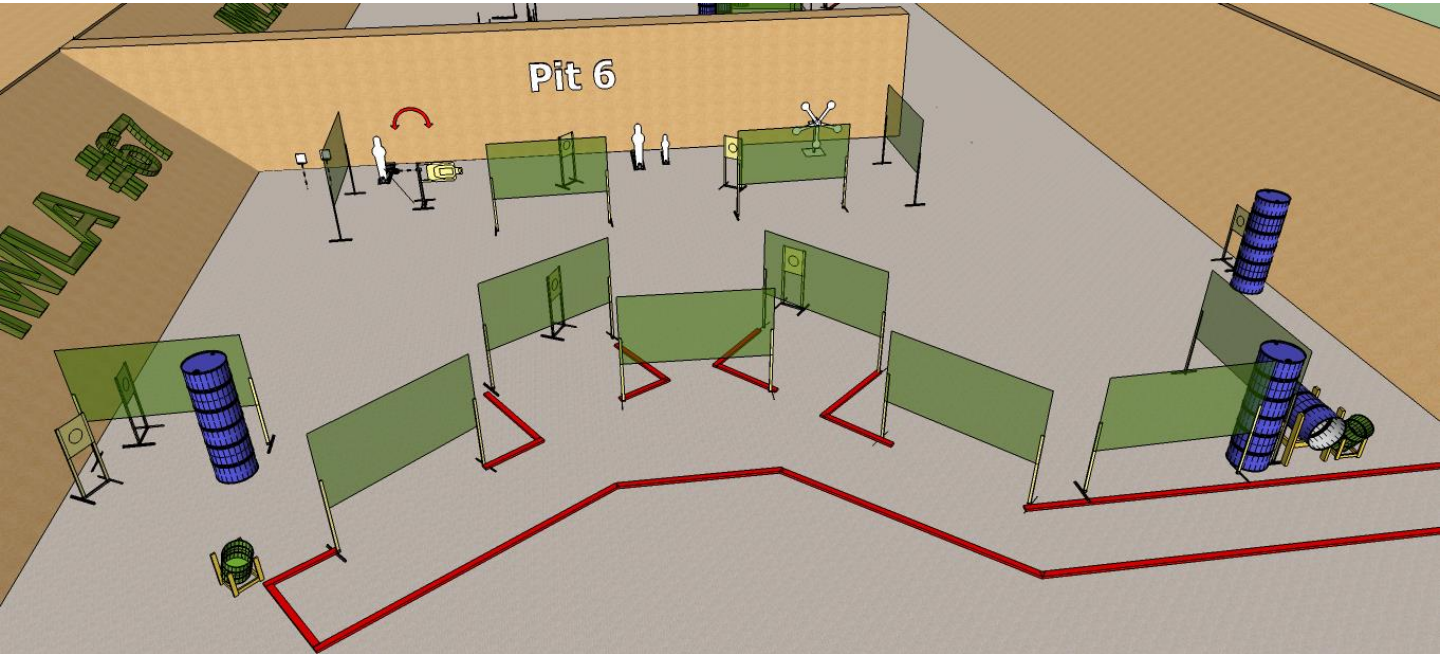
Pit 5

Start: Standing with one hand holding mailbox door open, and the other hand on the start button of timer. Rifle slung and completely unloaded, with no magazine inserted and bolt forward on an empty chamber. Shotgun loaded and staged on table. Pistol holstered, with no magazine inserted and empty chamber.

Procedure: Press start button on timer and engage yellow rifle steel and metric paper targets with rifle from each green shooting boxes only. Engage clays with shot only. Engage grey steel with either shot or pistol (except plate rack). Plate rack may only be engaged with pistol. All firearms must be safely grounded in appropriate bunkers.

The 180 rule does not come into effect with rifle until the magazine touches the mag well. At that point it must be safely down range.

Pit 6



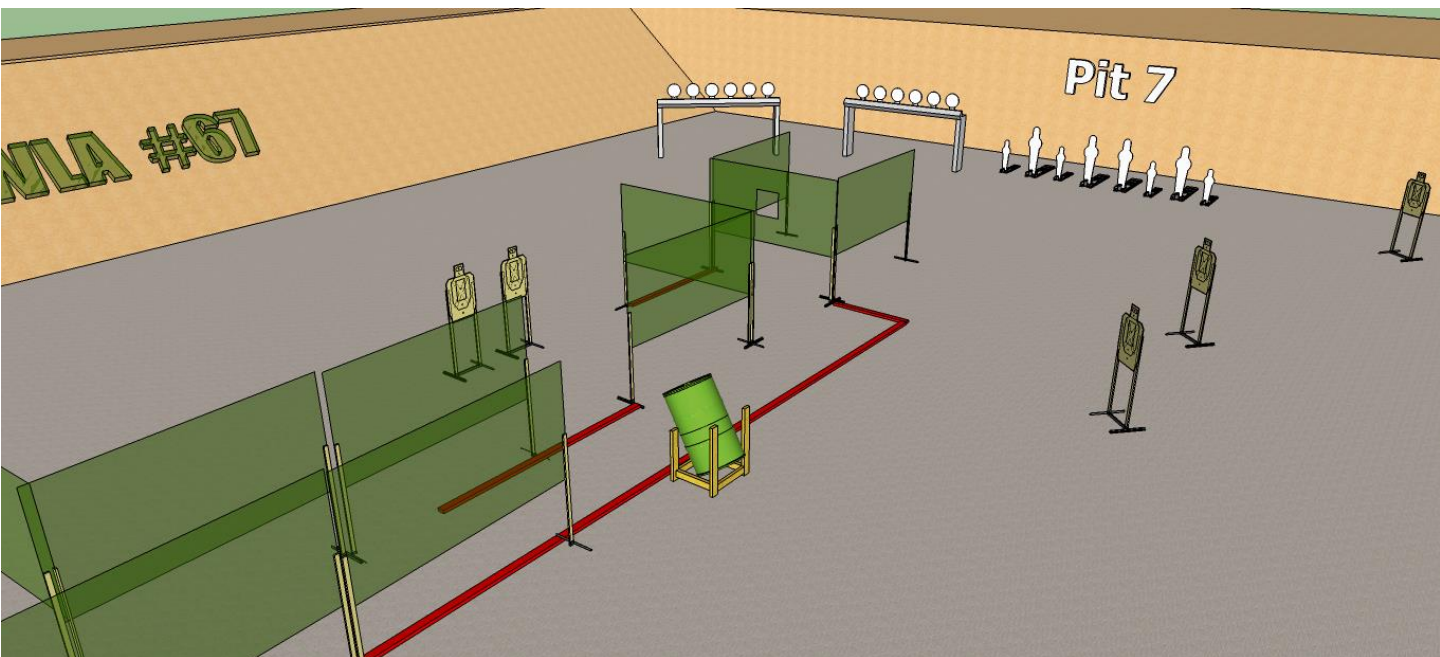
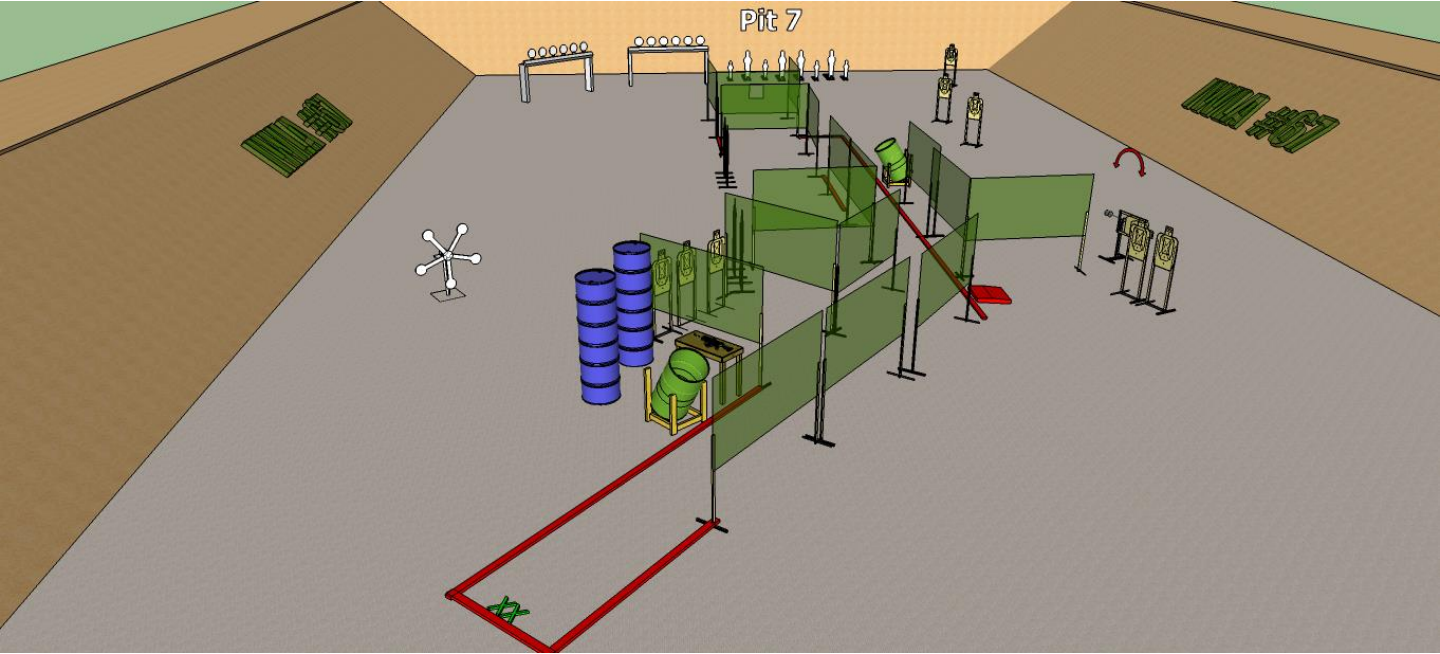
Pit 6

Start: Standing anywhere within fault lines with wrists above shoulders and pistol loaded and holstered. Shotgun loaded and staged on table in shotgun area.

Procedure: On signal, engage all 3GN paper targets and steel visible from pistol area with pistol only. The two B/C zone targets require 1 hit on each to be neutralized and must be engaged through barrel opening . Ground pistol safely in handgun bunker. Engage all grey steel in back pit with shot.

The red steel is no-shoot steel. Each no-shoot steel must fall to incur the 10 second penalty associated with it.

Pit 7

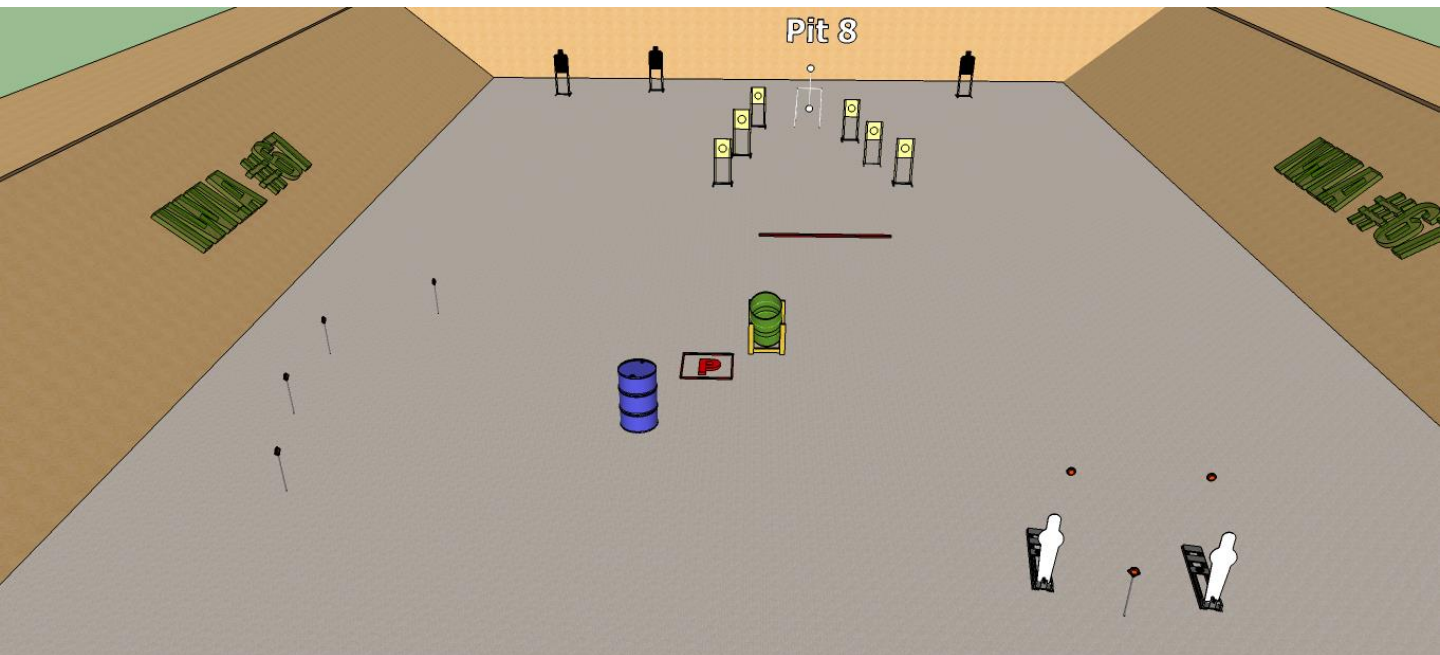
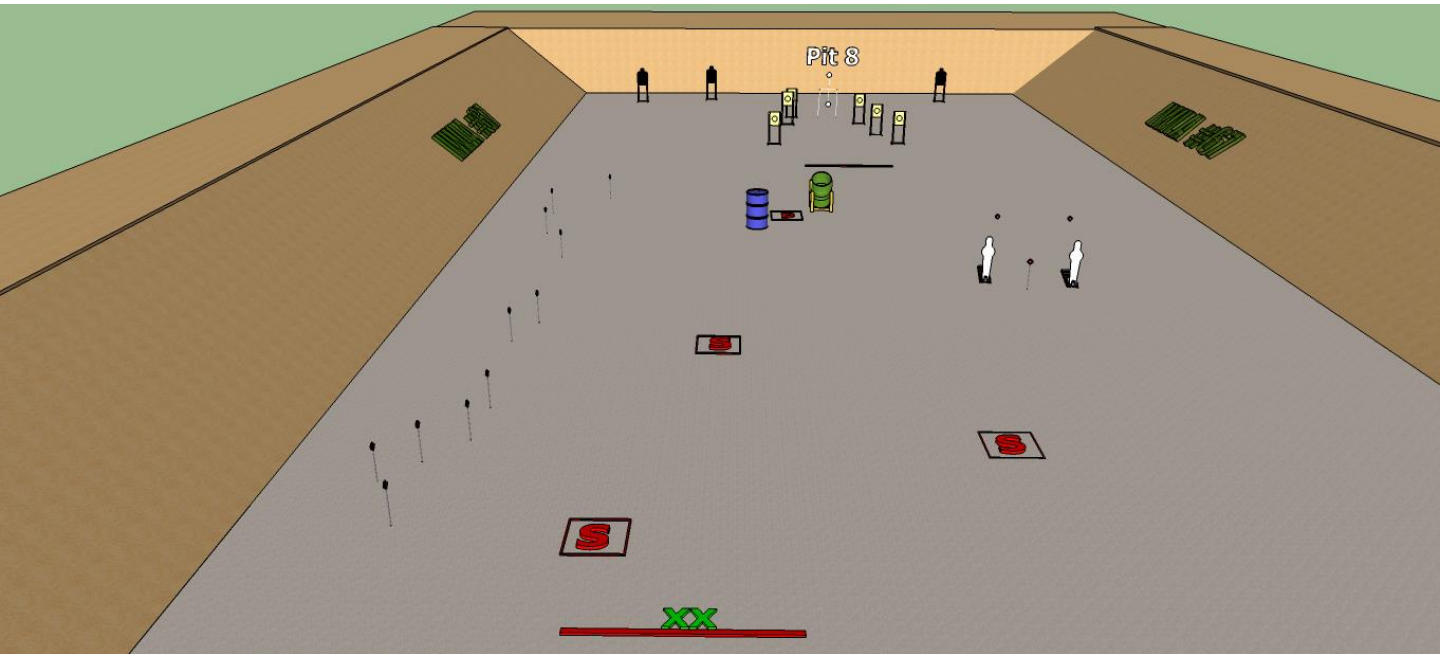


Pit 7

Start: Standing with heels on marks with loaded shotgun at port arms, safety on. Rifle staged on table, loaded with safety on. Pistol loaded and holstered.

Procedure: On signal engage Texas Star with shot. Engage all metrics with rifle. Engage all remaining steel with pistol. All firearms must be safely grounded in appropriate bunkers.

Pit 8



Please note: Boxes marked "S" will be removed. Box marked "P" will be box "A".

Pit 8

Start

- Standing heels on marks with shotgun at low ready, loaded with safety on. Pistol loaded and holstered, safety on. All slugs must be on the blue barrel at start signal. The shooter may not have any slugs in his gun, or on his person.

Procedure

- Engage clays and poppers as visible with shot only. Poppers will launch clays into air. Engage three B/C zones with one slug each from box A only. Engage cardboard 3GN targets with pistol only. Engage spinner with pistol only. It must make a complete revolution.

Penalties

- The penalty for hitting a popper with a slug will result in a \$25 fine and one procedural per occurrence.
- Engaging airborne clay with slug will result in a match DQ.
- The penalty for hitting a clay bird stand with a slug will be a \$15 fine and a 20 second procedural per occurrence.
- Failure to spin the spinner will result in a 60 second super procedural.