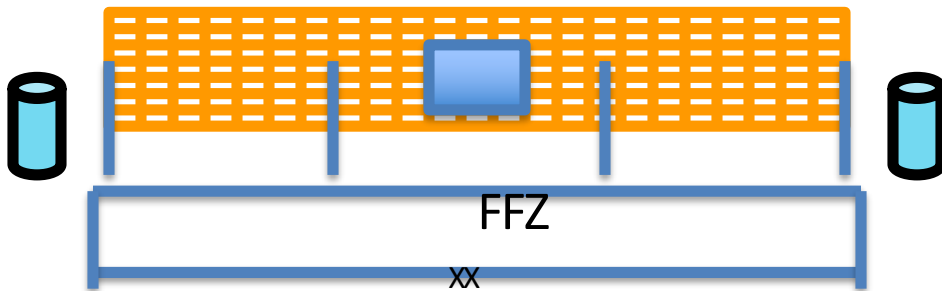
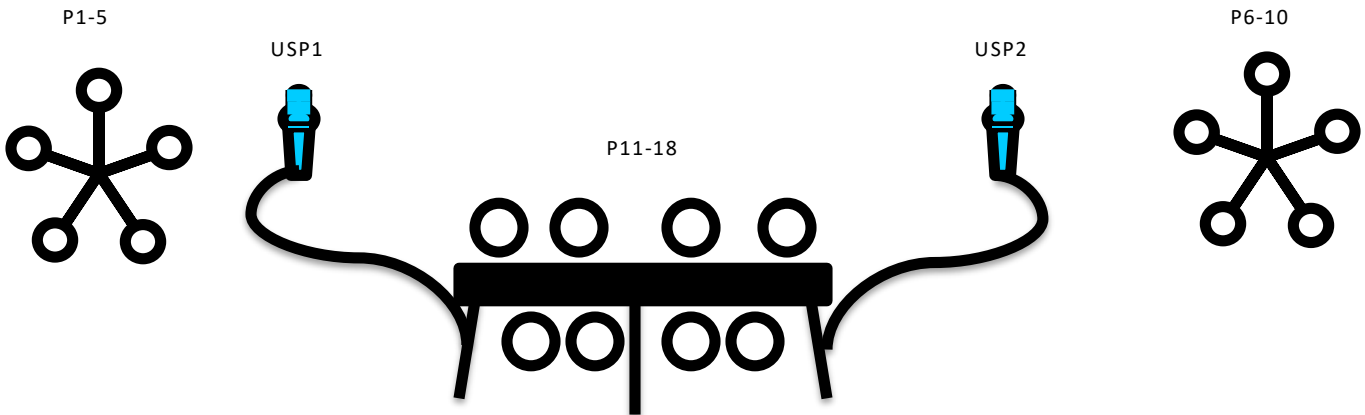




# STAGE 1: IT'S A CLANKER!

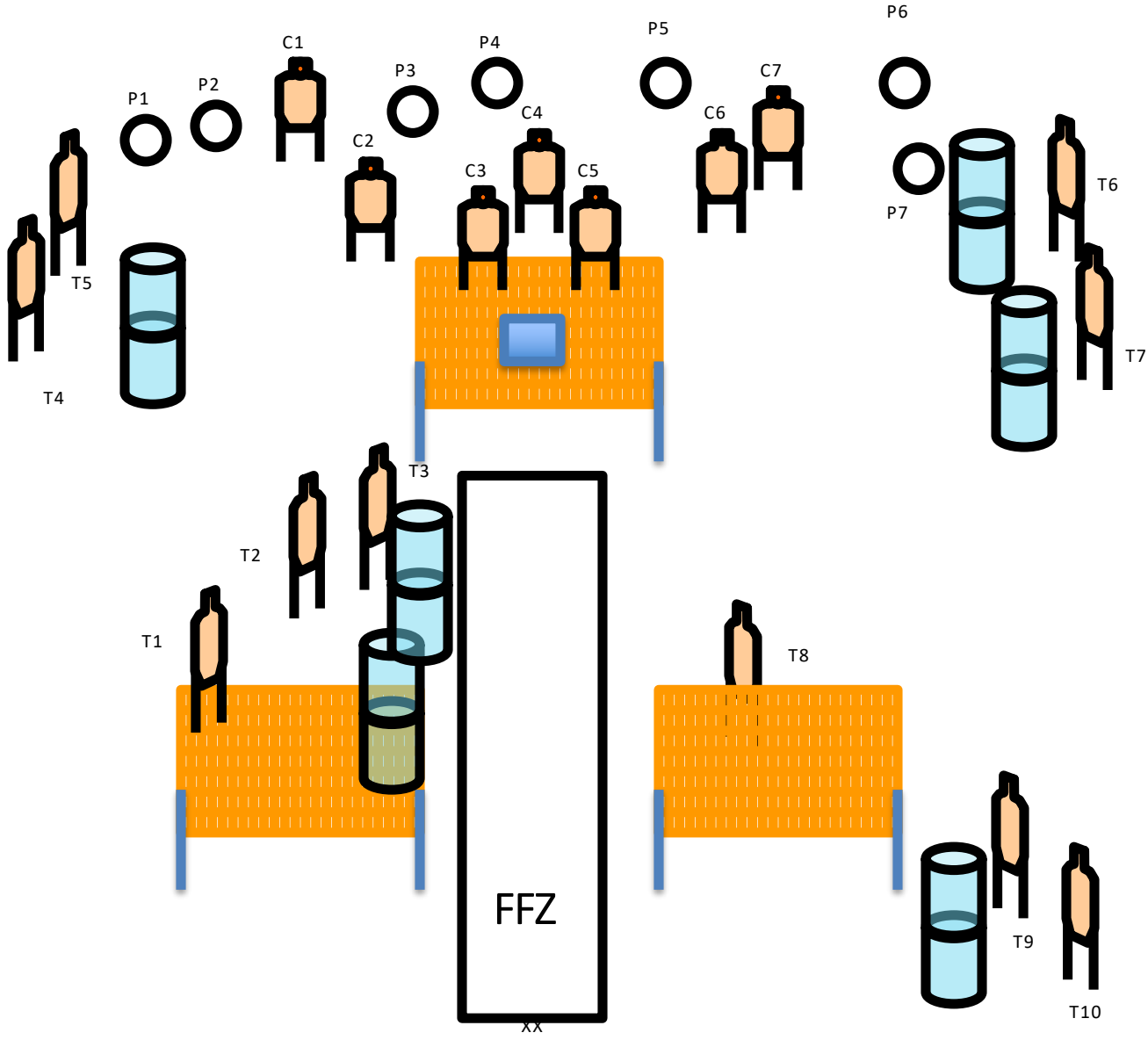
<b>START POSITION:</b> Facing downrange, toes touching X's.	
<b>GUN READY CONDITION:</b> Loaded gun in holster, hands relaxed at sides. Loaded shotgun on either barrel.	<b>SCORING:</b> Comstock, 12 rounds pistol, 8 rounds shotgun. 100 points
<b>STAGE PROCEDURE:</b> Upon start signal, enter FFZ and engage P1-P10 and USP 1 and 2 with pistol. Clear and ground pistol, retrieve shotgun and engage P11 to 18 through port.	<b>TARGETS:</b> 2 USP, 18 Plates <b>SCORED HITS:</b> KD steel = 1A <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> USPSA current edition





# STAGE 2: DIE ALREADY!

<b>START POSITION:</b> Facing downrange, toes touching X's	
<b>GUN READY CONDITION:</b> Loaded pistol in holster, loaded rifle at low ready position.	<b>SCORING:</b> Comstock, 30 rifle rounds, 14 pistol rounds, 220 points
<b>STAGE PROCEDURE:</b> Upon start signal, engage targets T1 to T10, 3 rounds each (Mozambique). Clear and ground rifle, draw pistol and engage P1-7 and C1-7.	<b>TARGETS:</b> 10 IPSC, 7 Clays, 7 Plates <b>SCORED HITS:</b> Best 3 per paper, KD steel = 1A, clays must fall or break. <b>START-STOP:</b> Audible - Last shot <b>RULES:</b> USPSA current edition



R.O. NOTES: Any rifle target without at least 1 round in the head will be scored a miss. Additional hits to the head will count for score.



# STAGE 3: BUELLER?

**START POSITION:** Standing in Box A, facing uprange, wrists above shoulders.

**GUN READY CONDITION:** Loaded shotgun and rifle staged on opposite barrels (shooters choice).

**STAGE PROCEDURE:** Upon start signal, turn, retrieve shotgun and engage P1 to P10 as they become visible. Clear and ground shotgun, retrieve rifle and engage T1 to T14 as they become visible.

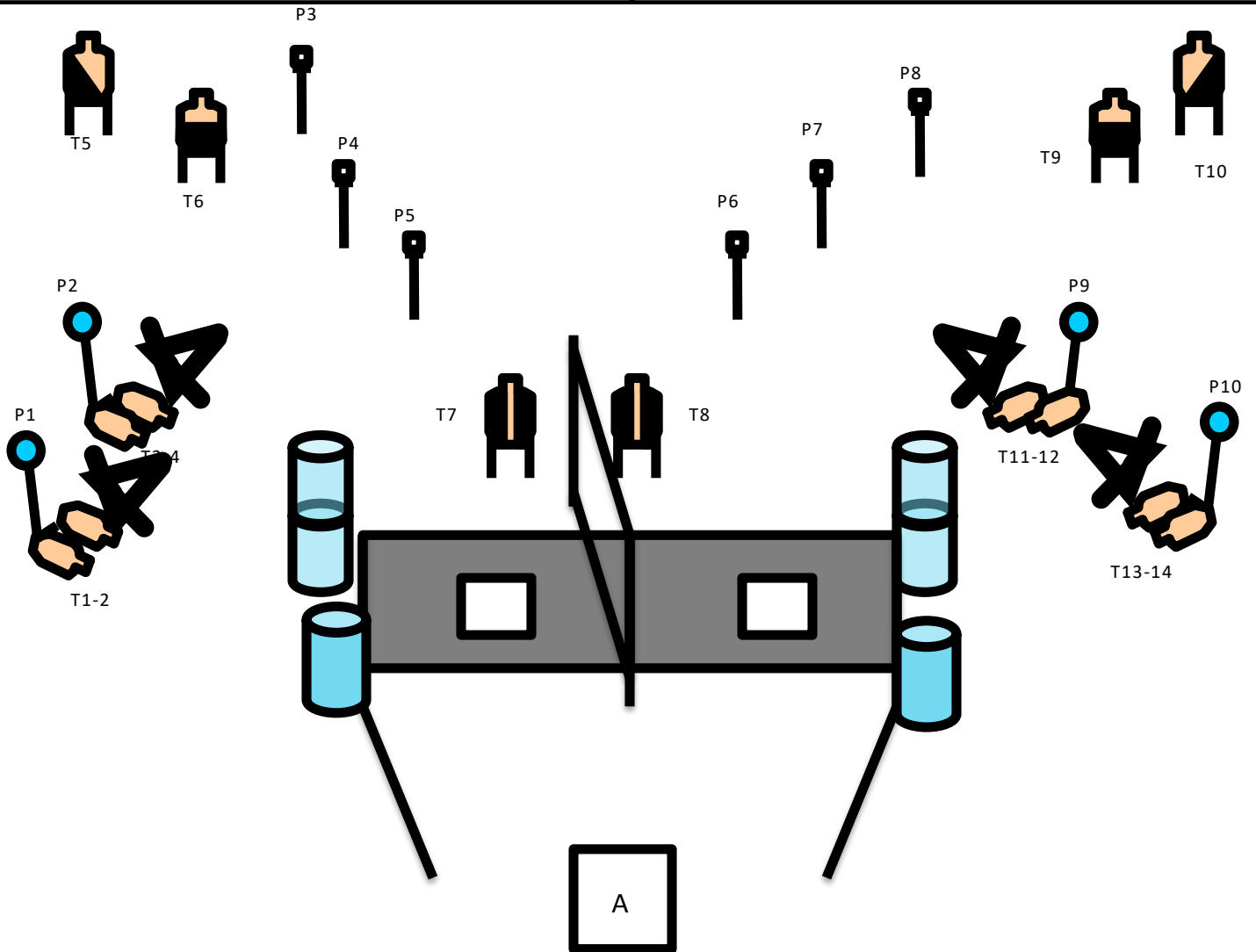
**SCORING:** Comstock, 10 rounds shotgun, 28 rounds rifle. 190 points

**TARGETS:** 14 IPSC, 10 Plates

**SCORED HITS:** Best 2 per paper, KD steel = 1A

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition



# STAGE 4: DOES ANYBODY EVER READ THIS?

**START POSITION:** Standing in Box A, facing downrange, loaded shotgun at low ready.

**GUN READY CONDITION:** Loaded shotgun at low ready. Loaded rifle staged on barrel.

**STAGE PROCEDURE:** Upon start signal, step out of box and engage P1 to P16 from behind the fault line. Clear and ground shotgun, retrieve rifle, proceed to Box B or C, engage all visible paper targets. Advance to final Box and engage all remaining visible paper targets.

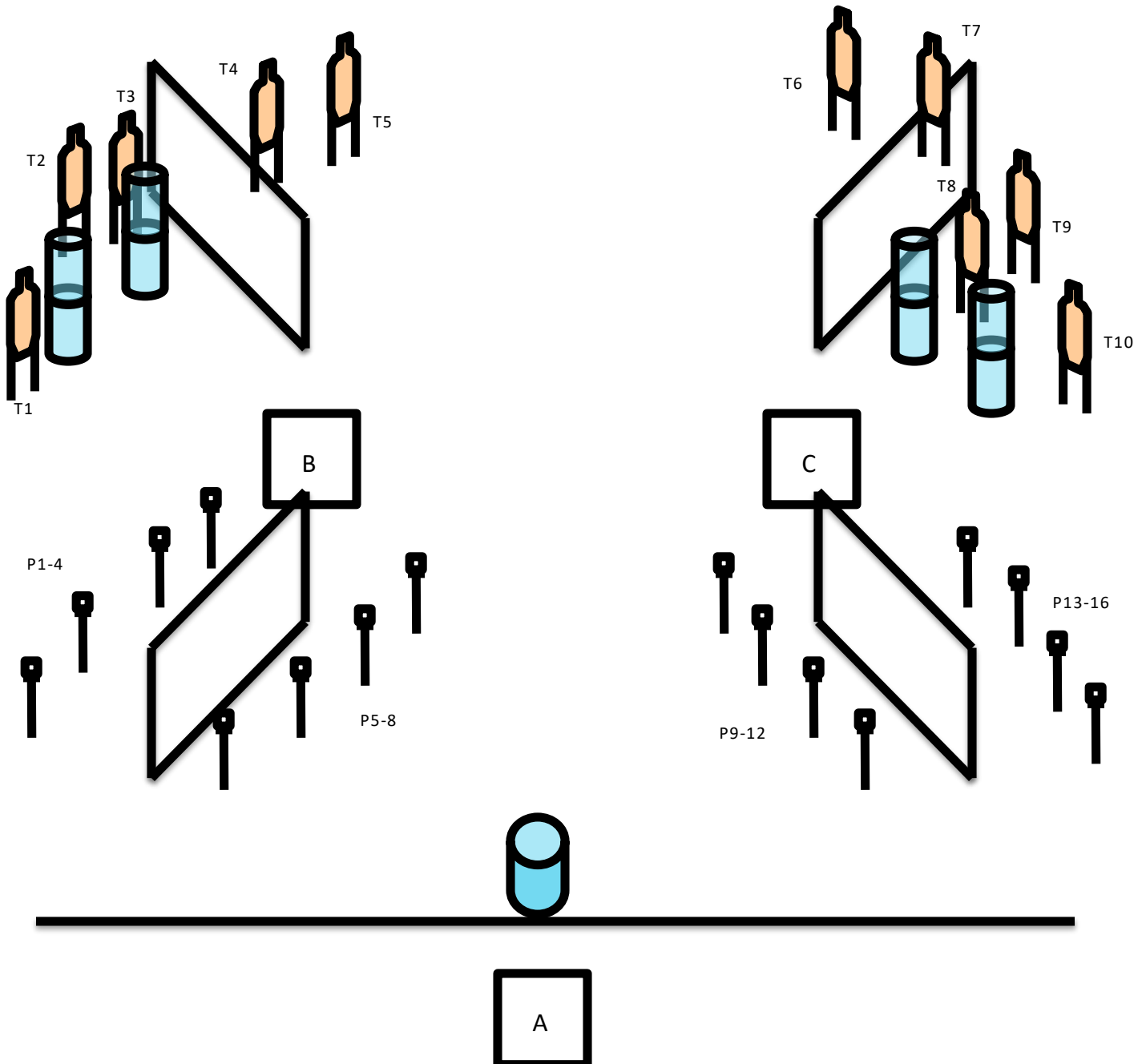
**SCORING:** Comstock, 16 rounds shotgun, 20 rounds rifle. 180 points

**TARGETS:** 10 IPSC, 16 Plates

**SCORED HITS:** Best 2 per paper, KD steel = 1A

**START-STOP:** Audible - Last shot

**RULES:** USPSA current edition



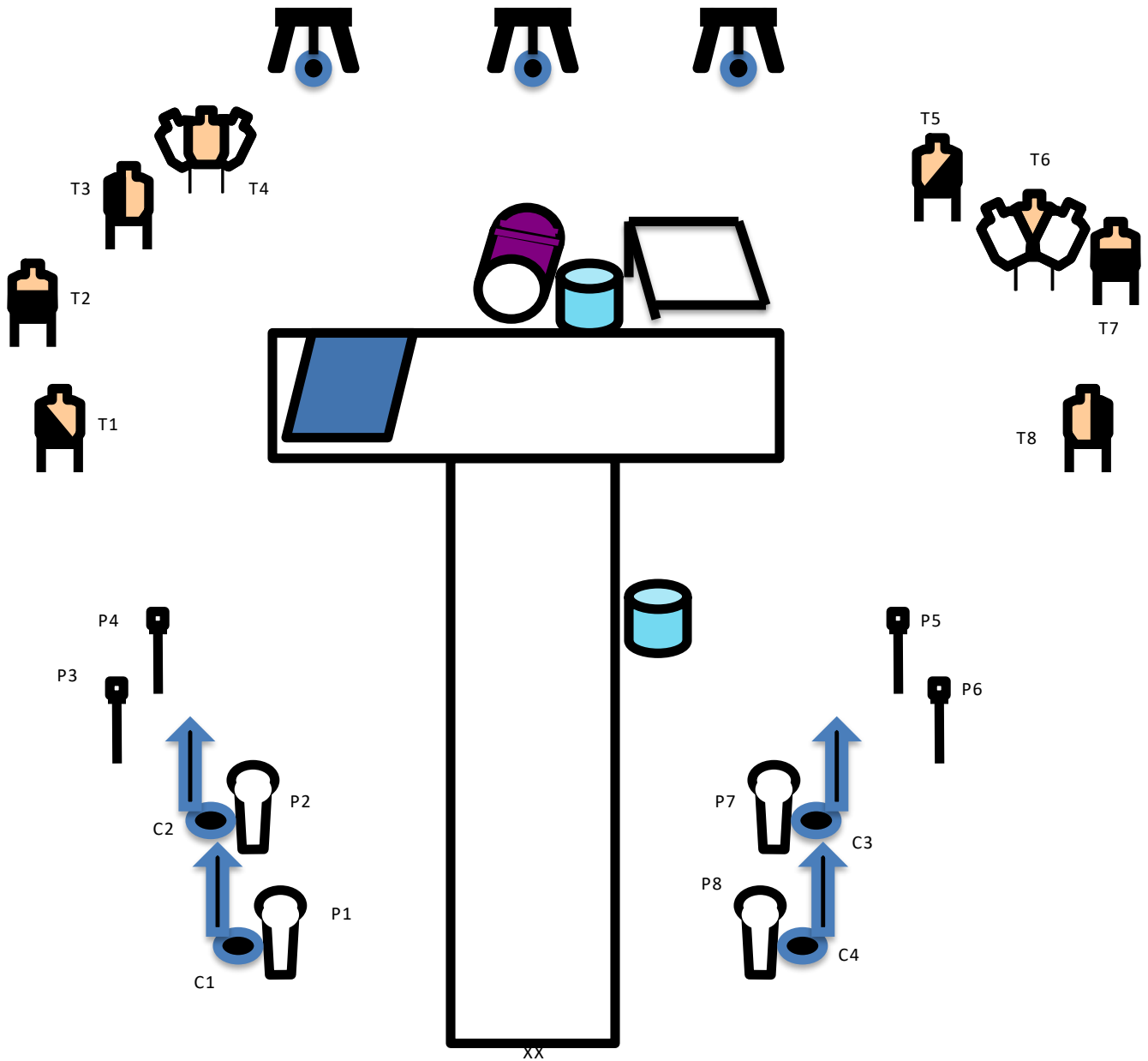
# STAGE 5: T-TIME

**START POSITION:** Standing in free fire zone, facing downrange, heels touching X's, loaded shotgun at low ready

**GUN READY CONDITION:** Pistol loaded and holstered, rifle staged on barrel next to ramp.

**STAGE PROCEDURE:** Upon start signal, engage P1 to P8 and C1 to C4 with shotgun from within FFZ. Clear and ground shotgun, draw pistol and engage T1 to T8 from within FFZ. Clear and ground pistol, retrieve rifle and engage 3 flashers with 1 round each from the ramp, through the barrel, and from the mat, any order.

**SCORING:** Comstock, 12 rounds shotgun, 9 rounds rifle, 16 rounds pistol. 185 points  
**TARGETS:** 8 IPSC, 8 Plates, 4 Clay, 3 Flashers  
**SCORED HITS:** Best 2 per paper, KD steel = 1A  
**START-STOP:** Audible - Last shot  
**RULES:** USPSA current edition



RO NOTES: 1) Clays missed or not engaged scored as a miss. 2) When shooting from ramp, shooter's body must be completely off the ground. 3) Shooter may assume any position when shooting from the mat.