

2017 Championship

Targets:

Paper QTY 6

(Pistol Only)

White KO Steel QTY 17

(Pistol or Birdshot)

White Static Steel QTY 2

(Shotgun Slug)

Rifle Star QTY 5 plates

(Rifle Only)

Par Time:

Par Time for this stage is:
180 Seconds



Stage 1

Starting Position:

Shotgun is loaded to division capacity with a round chambered, safety engaged and staged in long gun dump barrel B. Rifle is slung with bolt forward on an empty chamber with no magazine inserted. Pistol is loaded and holstered. Starting with heels on line and hands at side

Procedure:

At signal engage all pistol paper and white steel of choice with your pistol. Abandon pistol and from Barrel A unsling your rifle and engage the rifle plates on the Texas Star. Abandon Rifle and proceed to barrel B. Retrieve your shotgun and engage all remaining shotgun targets from within the shooting area.

Special Stage Stipulations:

FOR THIS STAGE ALL PISTOL SHOTS MUST COME FROM THE AREA FROM THE START LINE TO THE HARD FAULT LINE AT BARREL A. YOU MAY NOT MOVE FORWARD OF THIS POSITION AND ENGAGE WITH YOUR PISTOL.

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Targets:

SG KO Steel QTY 6

(Birdshot Only)

SG Clays QTY 6

(Birdshot Only)

Pistol Paper QTY 5

(Pistol Only)

Pistol Static Steel QTY 6

(Pistol Only)

Rifle Gongs QTY 7

(Rifle Only)

Rifle Static IPSC plates
qty 3

(Rifle Only)

Par Time:

Par Time for this stage is:
180 Seconds



Stage 2

Starting Position:

Rifle is loaded to division capacity with a round chambered, safety engaged and staged in long gun dump barrel B. Pistol is loaded and holstered. Shotgun is loaded to division capacity round chambered safety engaged while standing with heels on marks and holding shotgun at port arms.

Procedure:

At signal engage all shotgun targets as they become visible. Abandon shotgun in barrel A, draw pistol and engage all pistol targets. Abandon Pistol and retrieve rifle and engage rifle targets.

Special Stage Stipulations:

FOR THIS STAGE ALL RIFLE GONG TARGETS MUST BE ENGAGED WHILE TOUCHING THE TRUCK. IPSC TARGETS CAN BE ENGAGED ANYWHERE IN ANY ORDER.

Targets:

SG Slug Spinner QTY 1

(Slug ONLY)

SG KO Steel QTY 27

(Birdshot Only)

Arial Clays QTY 3

(Birdshot only)

Par Time:

Par Time for this stage is:
180 Seconds

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Stage 3

Starting Position:

Shotgun is loaded to division capacity round chambered and safety engaged while standing in the start box

Procedure:

At signal engage the slug spinner from the box ONLY. Proceed to shooting area and engage remaining birdshot targets as they become visible.

Special Stage Stipulations:

FOR THIS STAGE ALL SLUG SHOTS MUST COME FROM THE BOX ONLY AT THE SPINNER. ANY SLUGS FIRED WHILE OUTSIDE OF THE SHOOTING BOX WILL RESULT IN A MATCH DQ

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Targets:

Polish Plate Rack

(Pistol Only)

Paper QTY 12

(Pistol or Rifle)

Static Clays QTY 8

(Birdshot only)

KO Steel QTY 4

(Birdshot or buckshot)

Gongs QTY 5

(Rifle Only)

Par Time:

Par Time for this stage is:
180 Seconds



Stage 4

Starting Position:

Shotgun is loaded to division capacity with round chambered safety engaged and staged in long gun barrel A. Pistol is loaded and holstered. Rifle is loaded to division capacity round chambered safety engaged in barrel B. One foot touching the start line.

Procedure:

At signal engage engage pistol targets as they become visible. Dump pistol safely in barrel A. Draw shotgun and engage clays and KO steel. Dump shotgun in barrel B. Draw rifle and engage paper and gongs from the rooftop.

Special Stage Stipulations:

All gongs must be engaged from rooftop prop. No part of the shooter's body may be touching the ground. This action will result in a procedural penalty per shot fired.

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Targets:

RIFLE PAPER QTY 19
(Rifle ONLY (Bay 1))

Shotgun Clays QTY 5
(Birdshot ONLY (Bay 2))

KO Steel QTY 14
(Pistol or Birdshot (Bay 2))

Pistol Paper QTY 3
(Pistol Only (Bay 2))

Par Time:

Par Time for this stage is:
180 Seconds



Stage 5

Starting Position:

Shotgun is loaded to division capacity with round chambered safety engaged and staged in long gun barrel B in bay 2. Pistol is loaded and holstered. Rifle is loaded to division capacity round chambered safety engaged and held at port arms while standing with heels on marks in Bay 1.

Procedure:

At signal engage all rifle paper in Bay 1 with rifle from within the shooting area. Abandon rifle THEN run to bay 2 and retrieve shotgun. Engage all clays and choice of KO steel with birdshot. Abandon SG in barrel B , draw pistol and engage remaining pistol Paper and KO steel in bay 2

Special Stage Stipulations:

THIS IS A DOUBLE BAY STAGE. NO GUNS MAY BE IN SHOOTERS HANDS EXCEPT WHILE THEY ARE IN THE APPROPRIATE SHOOTING AREAS. YOU MAY NOT DRAW YOUR PISTOL WHILE YOU ARE OUTSIDE OF THESE AREAS AND RUNNING FROM BAY TO BAY

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Targets:

Orange Rifle KO STEEL

QTY 4

(Rifle Only)

PAPER QTY 11

(Rifle or Pistol)

Shotgun Clays QTY 5

(Birdshot ONLY)

KO Steel QTY 6

(Pistol or Birdshot)

Par Time:

Par Time for this stage is:
180 Seconds



Stage 6

Starting Position:

Pistol is loaded and holstered. Shotgun is loaded to division capacity round chambered safety engaged and staged in long gun barrel B. Rifle is loaded to division capacity round chambered safety engaged held at port arms with shooters right foot touching the start line

Procedure:

At signal engage rifle steel and choice of paper. Abandon rifle in long gun barrel A and retrieve shotgun. Engage clays and choice of KO Steel. Abandon shotgun and draw pistol and engage remaining paper and KO Steel

Special Stage Stipulations:

FOR CLARIFICATION... THE 4 ORANGE RIFLE STEEL ARE RIFLE ONLY. IF YOU DO NOT NEUTRALISE THEM WITH THE RIFLE YOU MAY NOT NEUTRALISE THEM LATER WITH THE SG OR PISTOL