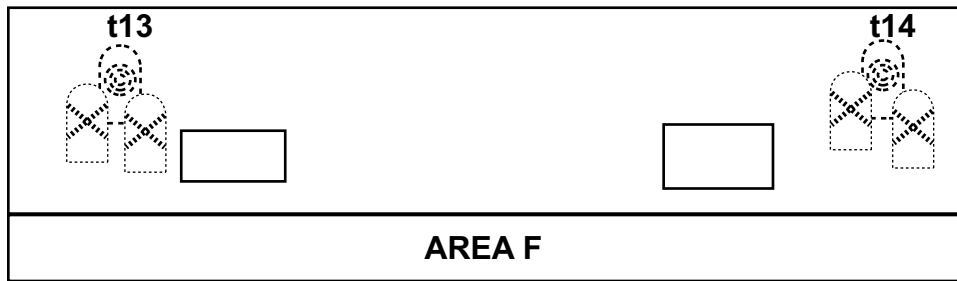
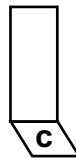
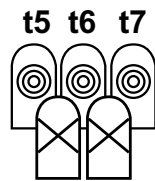


Rage Near the Bay



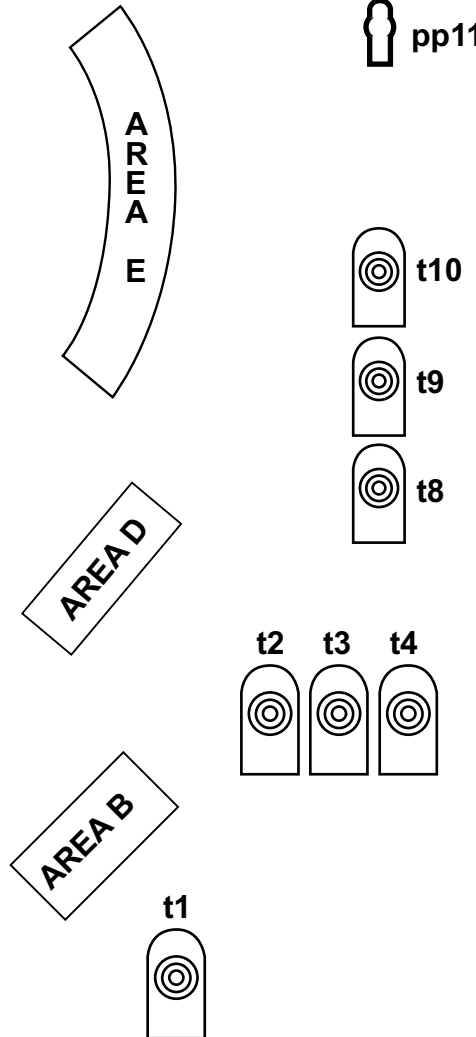
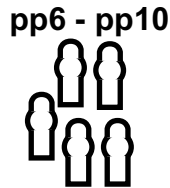
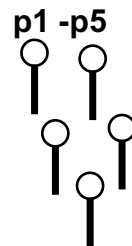
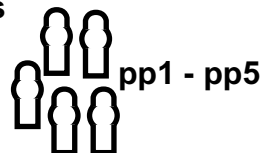
STAGE PROCEDURE...At signal draw and engage t1 with 6 rounds and pp1-pp5 from box A. From area B engage t2-t4 with 2 rounds each and plates 1-5. From area C engage t5-t7 with 2 rounds each. From area D engage t8-t10 with 2 rounds each and pp6-pp10. From area E engage t11-t12 with 2 rounds each and pp11. From area F engage t13 & t14 with 3 rounds each.



SCORING...shots unlimited
TARGETS...14 paper, 11 pp & 5 plates
ROUNDS...52

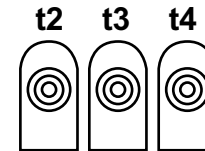
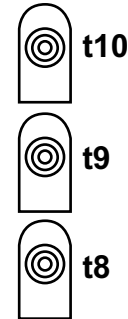
START...Audible
STOP...Last Shot

START POSITION...Standing in box A.
Facing down range. Hands relaxed at sides.



SWINGERS

t11 t12



Far and Near

SCORING...Fixed Time - Shots Limited

TARGETS...6

ROUNDS...36

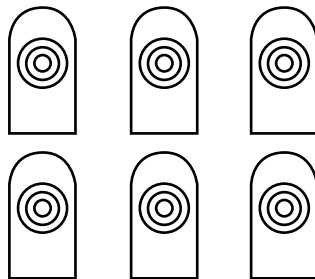
START...Audible

STOP...Last Shot

**START POSITION...Standing in box facing downrange with hands at sides.
ALTERNATE POSITION for 50 yards is wrists above shoulders facing uprange...Turn, draw and engage each target with 1 round each while standing.**

X hits will subtract 1 second per occurrence.

Add 10 seconds per each overtime shot.



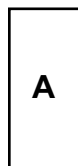
STAGE PROCEDURE...

String 1...(9 seconds) At signal draw and engage each target with 1 round each from the prone position from box A.

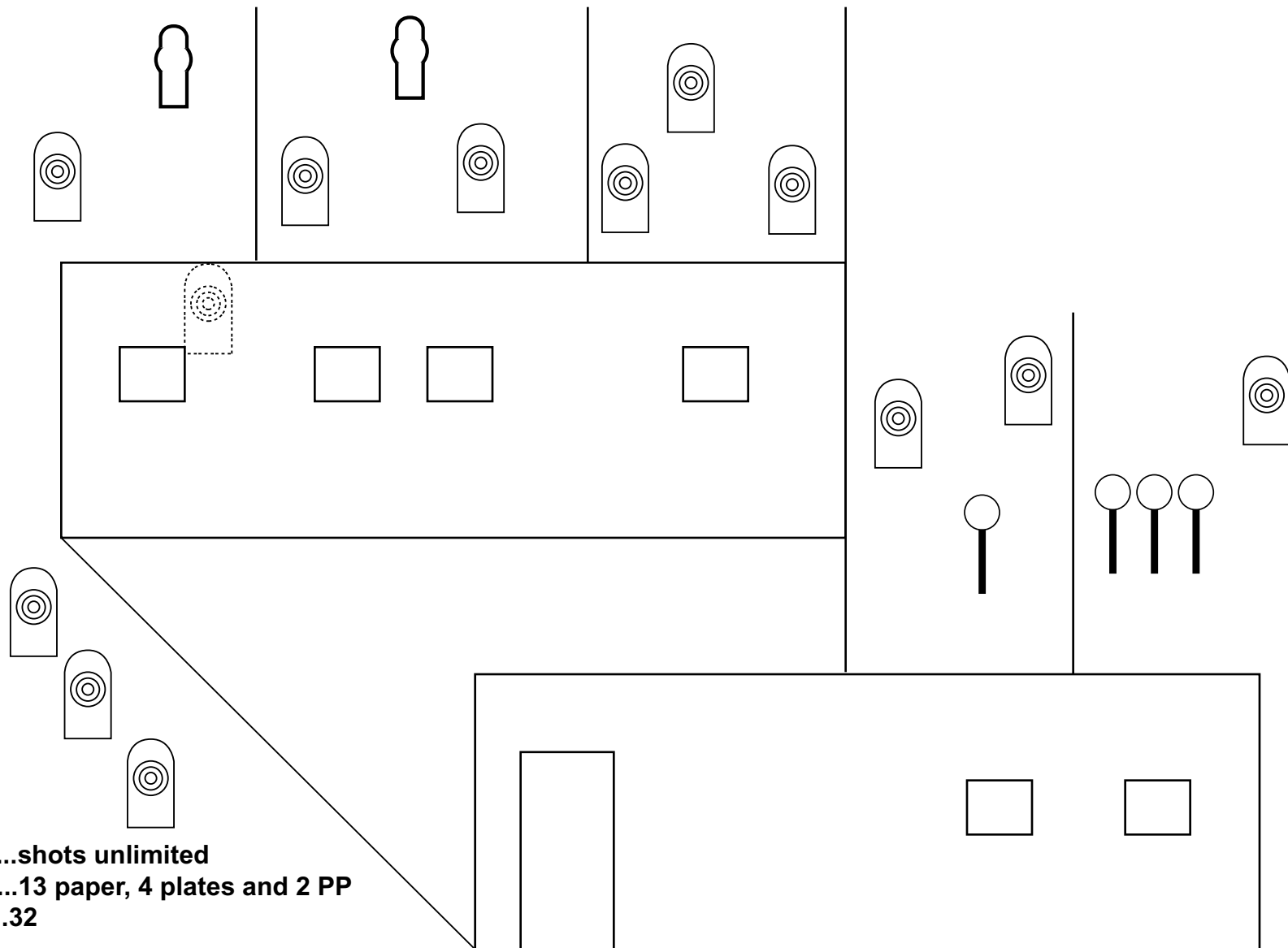
String 2...(7 seconds) At signal draw and engage each target with 1 round each from box B.

String 3...(10 seconds) At signal draw and engage targets with 2 rounds each with a mandatory reload from box C.

String 4...(10 seconds) At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand.



Room With a View



SCORING...shots unlimited
TARGETS...13 paper, 4 plates and 2 PP
ROUNDS...32

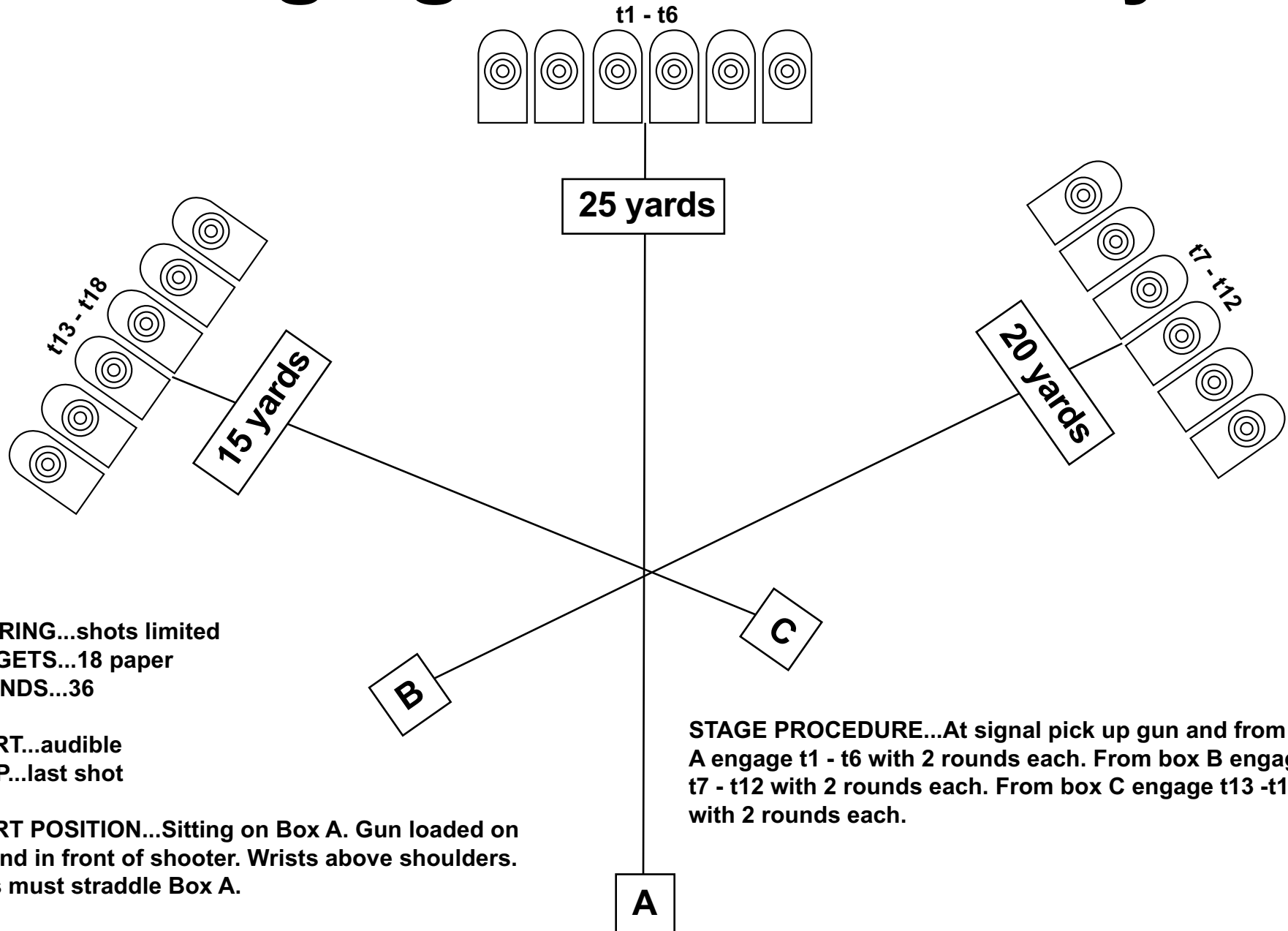
START...audible
STOP...last shot

START POSITION...Standing in Box A.
Wrists above shoulders.

A

STAGE PROCEDURE...At signal draw and engage targets as they become visible.

Hanging Xs at Morro Bay



SCORING...shots limited
TARGETS...18 paper
ROUNDS...36

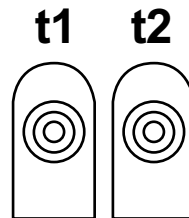
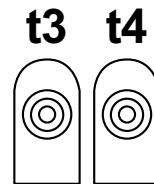
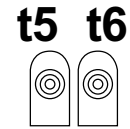
START...audible
STOP...last shot

START POSITION...Sitting on Box A. Gun loaded on ground in front of shooter. Wrists above shoulders. Legs must straddle Box A.

Xs deduct 1 second from score.

STAGE PROCEDURE...At signal pick up gun and from box A engage t1 - t6 with 2 rounds each. From box B engage t7 - t12 with 2 rounds each. From box C engage t13 -t18 with 2 rounds each.

Fast Then Slow



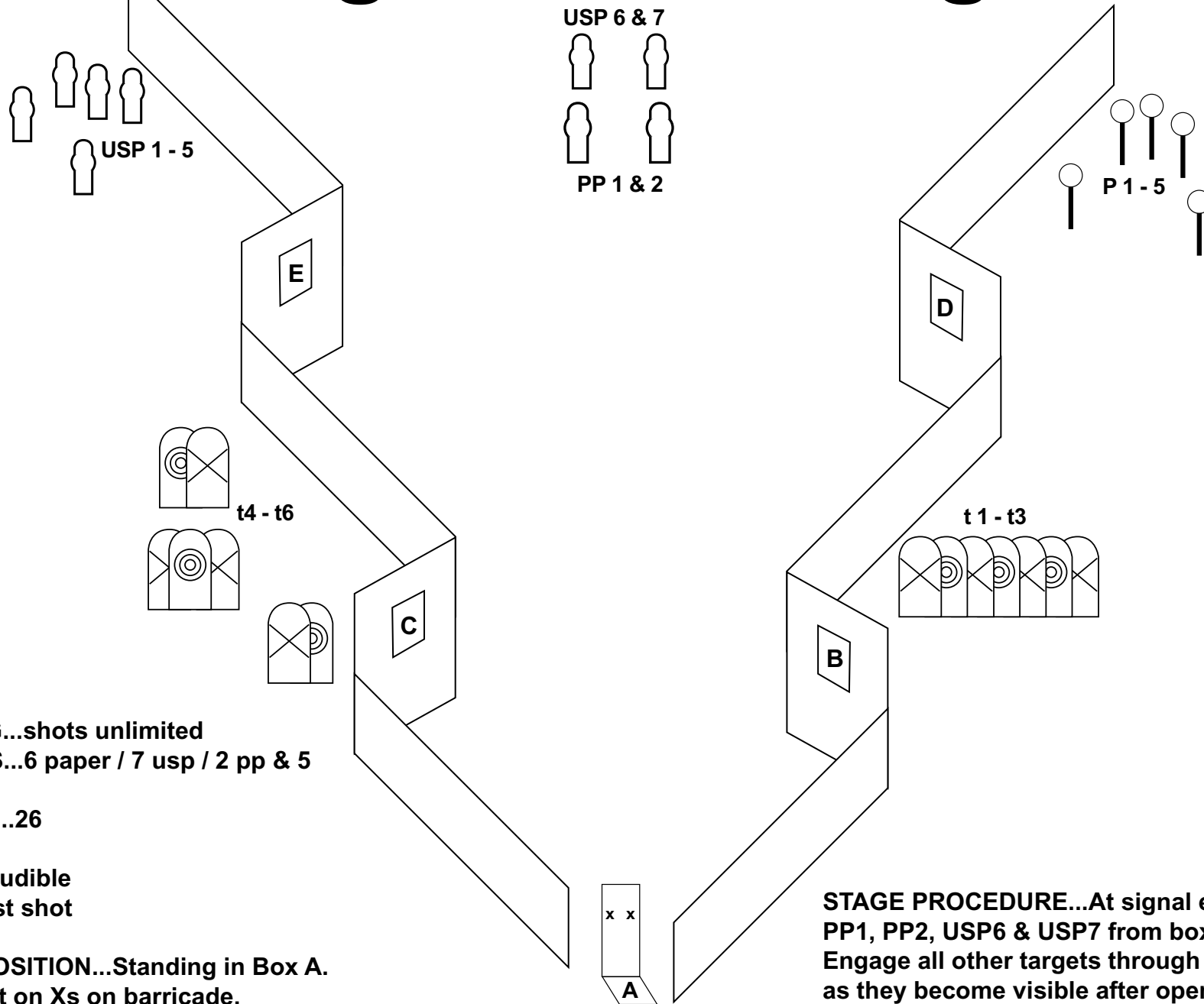
SCORING...shots limited
TARGETS...6 paper
ROUNDS... 36

START...audible
STOP...last shot

START POSITION...In box A facing downrange. Wrists above shoulders.

STAGE PROCEDURE...At signal from box A draw and engage t1 and t3 with 6 rounds from box A. Engage t2 and t5 with 6 rounds from box B. Engage t4 and t6 with 6 rounds from box C.

Bungle in the Jungle



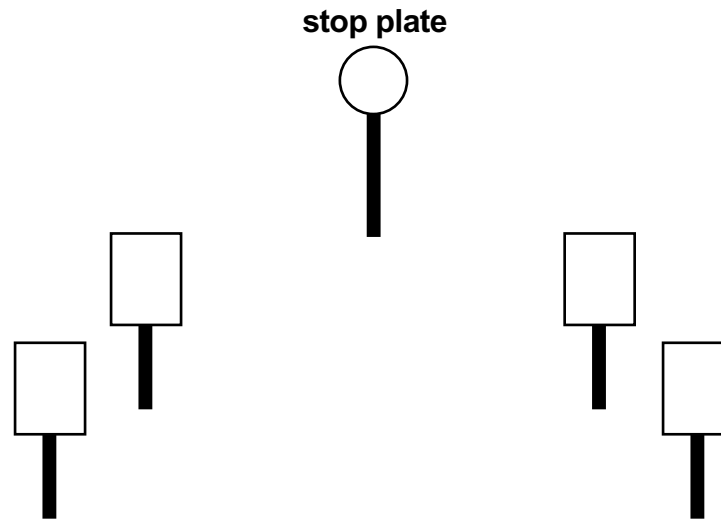
SCORING...shots unlimited
TARGETS...6 paper / 7 usp / 2 pp & 5 plates.
ROUNDS...26

START...audible
STOP...last shot

START POSITION...Standing in Box A.
Hands flat on Xs on barricade.

STAGE PROCEDURE...At signal engage PP1, PP2, USP6 & USP7 from box A only. Engage all other targets through ports B - E as they become visible after opening ports.

Smoke & Hope



SCORING...shots unlimited
TARGETS...5 steel
ROUNDS...25

START...audible
STOP...last shot

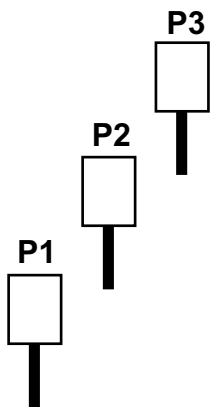
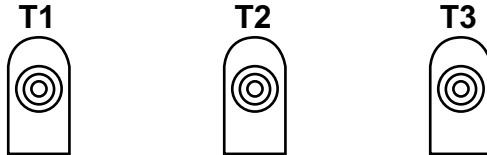
START POSITION...Standing in Box A.
Wrists above shoulders.

A

STAGE PROCEDURE...At signal engage the five plates with one round each, engaging the stop plate last.

5 strings...keep the best 4 strings.

Shifting Gears



STAGE PROCEDURE...All shots must be from box and shot in specified order.

**At signal, draw and engage P1 with 6 rounds.
Perform a mandatory reload and engage T1 with 6 rounds.
Perform a mandatory reload and engage P2 with 6 rounds.
Perform a mandatory reload and engage T2 with 6 rounds.
Perform a mandatory reload and engage P3 with 6 rounds.
Perform a mandatory reload and engage T3 with 6 rounds.**

DEDUCT 1 SECOND FOR EACH "X" HIT.

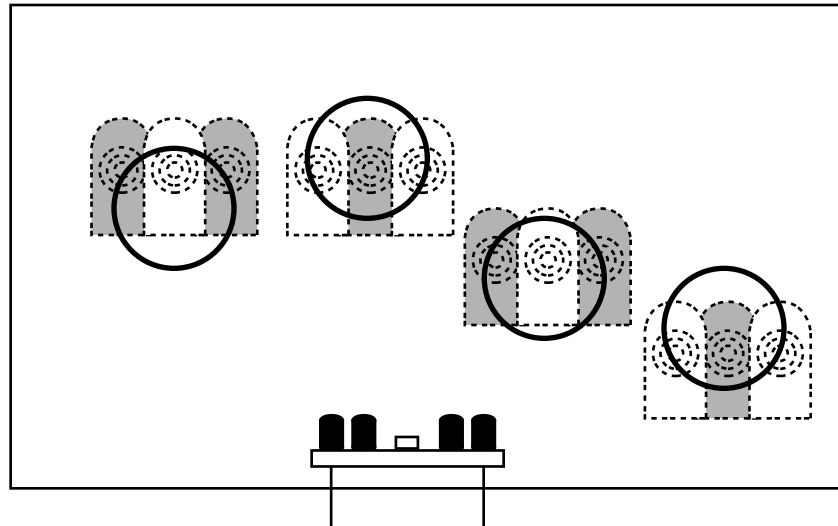


**SCORING...Shots Limited
TARGETS...3 Paper and 3 Steel
ROUNDS...36**

**START...Audible
STOP...Last Shot**

**START POSITION...
Standing in box. Wrists above shoulders Facing down range.**

FRIEND or FOE



SCORING: shots unlimited
TARGETS: 6
ROUNDS: 12

START: self
STOP: last shot

START POSITION...Chips are under cans. Timer is on table. Both hands on timer.

STAGE PROCEDURE: After starting timer, draw chip to determine what color target your friends are. Draw and engage the other color targets. All targets must be engaged through a port.

EXAMPLE: If you draw brown, shoot the white targets.
If you draw white, shoot the brown targets.

NOTE: Your friends are (no shoots).