



START POSITION: Competitor standing in Left or Right Start Box (competitor's choice) facing targets, gun at low ready.

STAGE PROCEDURE

Run course of fire twice on separate times. Course is run left-to-right or vice versa at competitor's choice. Targets may only be engaged from respective firing boxes. Competitor engages all targets (except no-shoots) from Boxes 1 through 5, engaging targets within a box in any order. In Box 3, clay targets and bowling pin on the right of the door must be shot from right shoulder, lolly poppers in the middle must be shot through the opening in the door and the clay targets and bowling pin on the left must be shot from the left shoulder. Box 4 contains bonus targets along with a steel plate. Steel plate must be shot and at least 1 Bonus target attempted. Target on the left will require a mandatory 30 round mag dump. Bonus on paper plate only if all rounds are in paper plate. Paper plate is a class III full auto bonus only. Flipper Target can be shot with either full auto or semi guns. Flipper target must contain a minimum of 8 points to receive bonus. Targets in Box 5 are Zombie targets and must have a minimum 2 body shots and 2 headshots in the perforated/scoring area to neutralize. Bonus targets = minus (-10) seconds. If the Class III full auto shooter successfully scores both bonuses, a minus (-25) second bonus will be added to the score.

SCORING

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TARGETS: 2 IPSC, 3 PP, 8 N/S, 1 lollypop, 1 Texas star,
 2BP, 2 hang plate, 6 bases, door, 2 wood boxes,
 1 flipper, 4 clay holders, 1 paper plate
HITS SCORES: Head A=8, Body A=5, B=4, C=3, D=1
START-STOP: Audible – Last shot
PENALTIES: Not Hit. +10 secs.
 Procedural. +10 secs.
 No-shoot hit. +20 secs.
 DNF. Slowest time +30 secs.
 Bonus –10 seconds or –25 secs. for both
 (Note:Course of fire subject to change without notice)