

	PERFORMANCE STANDARDS 2 Advanced Applications Diamonds & Derringers	PS2
Stages are not timed. 40 rounds total. Minimum of 80% or 32 hits on target to qualify.		<8
Stage 1: COLD START - 1 on the C at 7. On the audible start signal, the shooter will "look, turn, draw, then shoot" the target with one round. Upon completion, the shooter will return back to the start position. The stage consists of one string total. Shooter's choice of turning direction for this stage.		
1st String Start Position: Holster - Two Hands - 180 Deg Up-Range 2nd String Start Position: N/A 3rd String Start Position: N/A Target(s): One C Zone Distance: 7 yards Rounds: 1		
Stage 2: MULTIPLE SHOOTING POSITIONS - 2 on the C at 7. On the audible start signal, the shooter will engage the target with two consecutive rounds from standing, two from kneeling, two from laying on their side (shooters choice of side), then two from their back. Upon completion, the shooter will return to standing prior to holstering the pistol. The stage consists of one string total.		
1st String Start Position: Holster - Two Hands - Standing 2nd String Start Position: N/A 3rd String Start Position: N/A Target(s): One C Zone Distance: 7 yards Rounds: 8		
Stage 3: BARRICADES - 2 on the C at 7. On the audible start signal, the shooter will lean around the barricade, engage the target with two consecutive rounds from standing, then two from kneeling. Upon completion, the shooter will return back to the start position in preparation for the next string. The stage consists of two strings total.		
1st String Start Position: Holster - Two Hands, Leaning Left 2nd String Start Position: Holster - Two Hands, Leaning Right 3rd String Start Position: N/A Target(s): One C Zone Distance: 7 yards Rounds: 8		
Stage 4: TARGET TRANSITIONS - 2 on the C's at 7. On the audible start signal, the shooter will engage each of the three targets with two consecutive rounds. Upon completion, the shooter will return back to the start position in preparation for the next string. The stage consists of two strings total.		
1st String Start Position: Holster - Two Hands - Engaging Left to Right 2nd String Start Position: Holster - Two Hands - Engaging Right to Left 3rd String Start Position: N/A Target(s): Three C Zone Distance: 7 yards Rounds: 12		
Stage 5: BOUNDING BARRICADES - 2 on the C at 7. Two sets of barrels are stacked two high, placed 5 yards apart. Shooter begins standing centered between the two stacks. On the audible start signal, shooter moves to cover behind the left stack and engages the target with two rounds from standing by leaning around the left side of the stack. Shooter then immediately moves to cover behind the right stack, engages the target with two rounds from standing by leaning around the right side of the stack, then returns back to the start position in preparation for the next string. The stage consists of two strings total, with the second stage mirroring the first.		
1st String Start Position: Holster - Two Hands - Moving Left to Start 2nd String Start Position: Holster - Two Hands - Moving Right to Start 3rd String Start Position: N/A Target(s): One C Zone Distance: 7 yards Rounds: 8		
Stage 6: MALFUNCTIONS - 1 on the C at 7. On the audible start signal, the shooter will clear the malfunction in the pistol, then engage the target with one round. Upon completion, the shooter will setup the next malfunction in preparation for the following string. The stage consists of three strings total.		
1st String Malfunction: Failure to Fire (Chambering or Primer Issue) 2nd String Malfunction: Failure to Extract (Stove Pipe) 3rd String Malfunction: Failure to Feed (Double Feed) Target(s): One C Zone Distance: 7 yards Rounds: 3		