

Stage 10 - 3:10 to Yuma

Short course of fire

START POSITION: Standing on markers as demonstrated

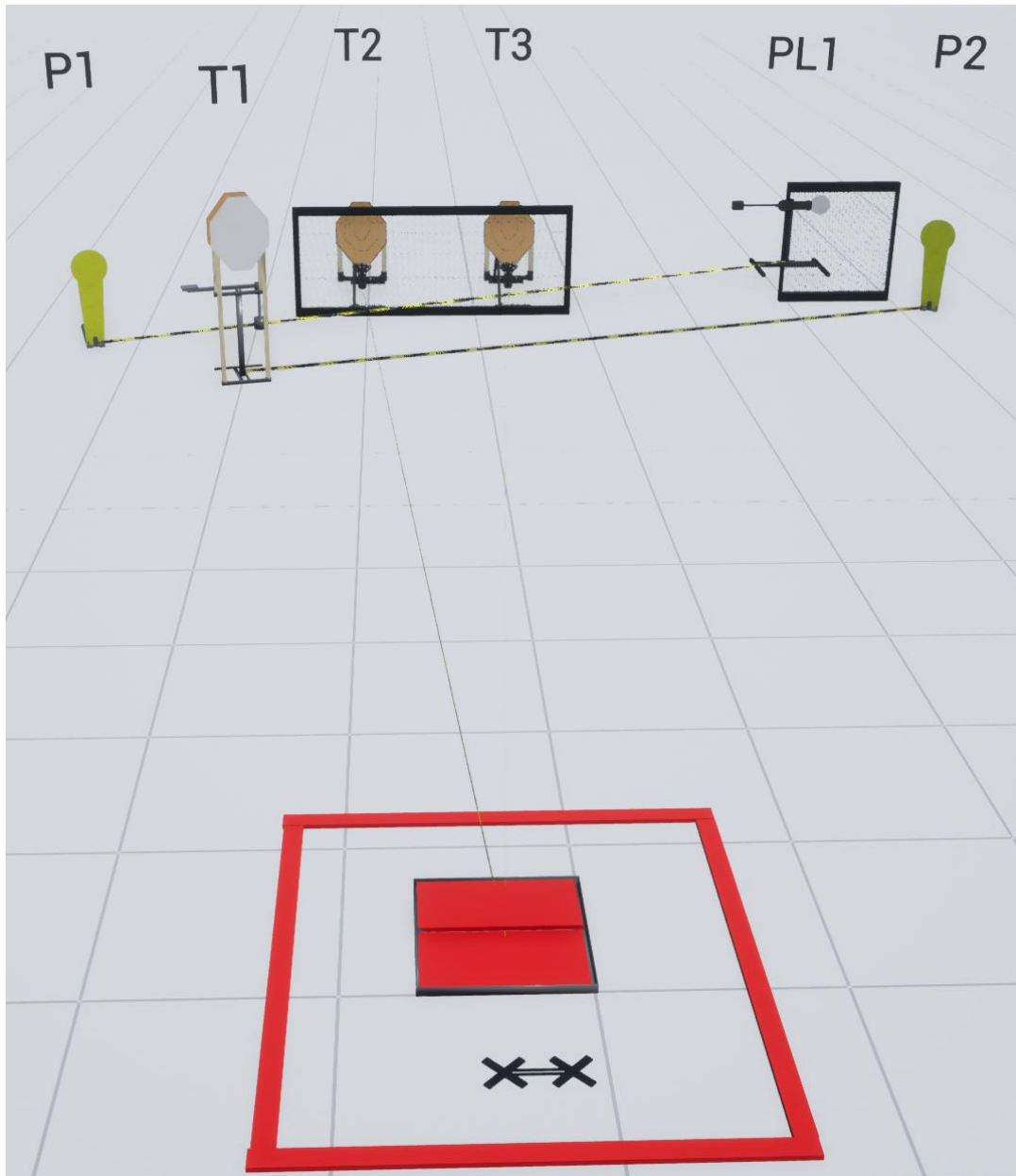
STAGE PROCEDURE:

Upon start signal engage all targets. P1 activates SP1 which remains visible at rest. P2 activates disappearing target T1 which is **NOT** visible at rest. Pressure pad activates bobbing targets T2 and T3 which remain visible at rest.

TARGETS: 3 IPSC Targets, 2 IPSC Poppers, 2 IPSC Plates.

Number of ROUNDS to be scored: 9 (45 points)

TIME Starts: Audible



SETUP NOTES: Separate build copy with dimensions.

RO NOTES:

Stage 11 - For a Few Dollars More

Medium course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2

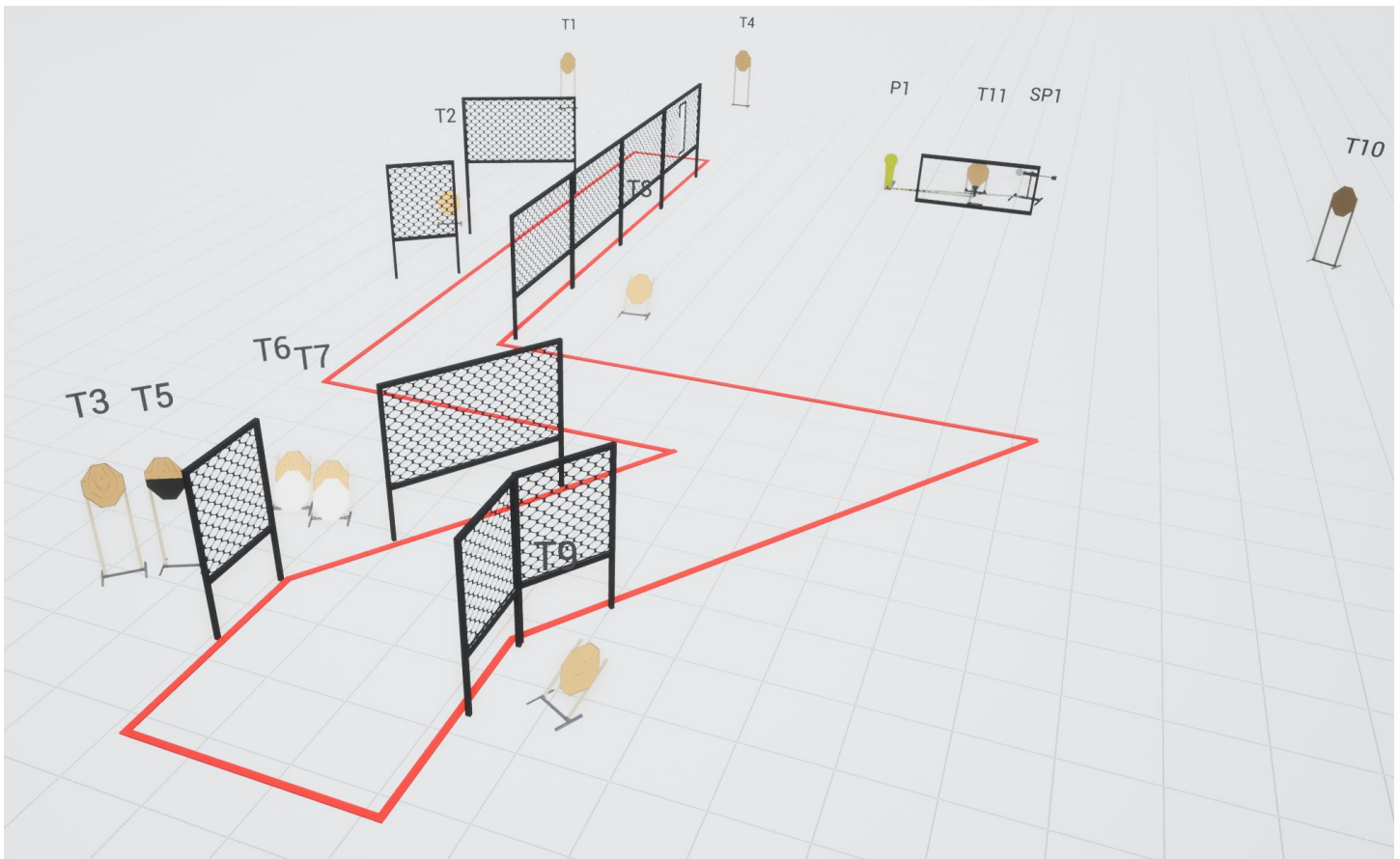
STAGE PROCEDURE:

Upon start signal engage all targets. P1 activates bobbing target T11 and swinging IPSC plate SP1, both of which remain visible at rest.

TARGETS: 11 IPSC Targets, 1 IPSC Popper, 1 IPSC Plate.

Number of ROUNDS to be scored: 24 (Points 120)

TIME Starts: Audible



SETUP NOTES:

RO NOTES:

Stage 12 - The Ugly

Short course of fire

START POSITION: Standing inside the shooting area facing directly downrange with feet on either sets of markers as demonstrated.

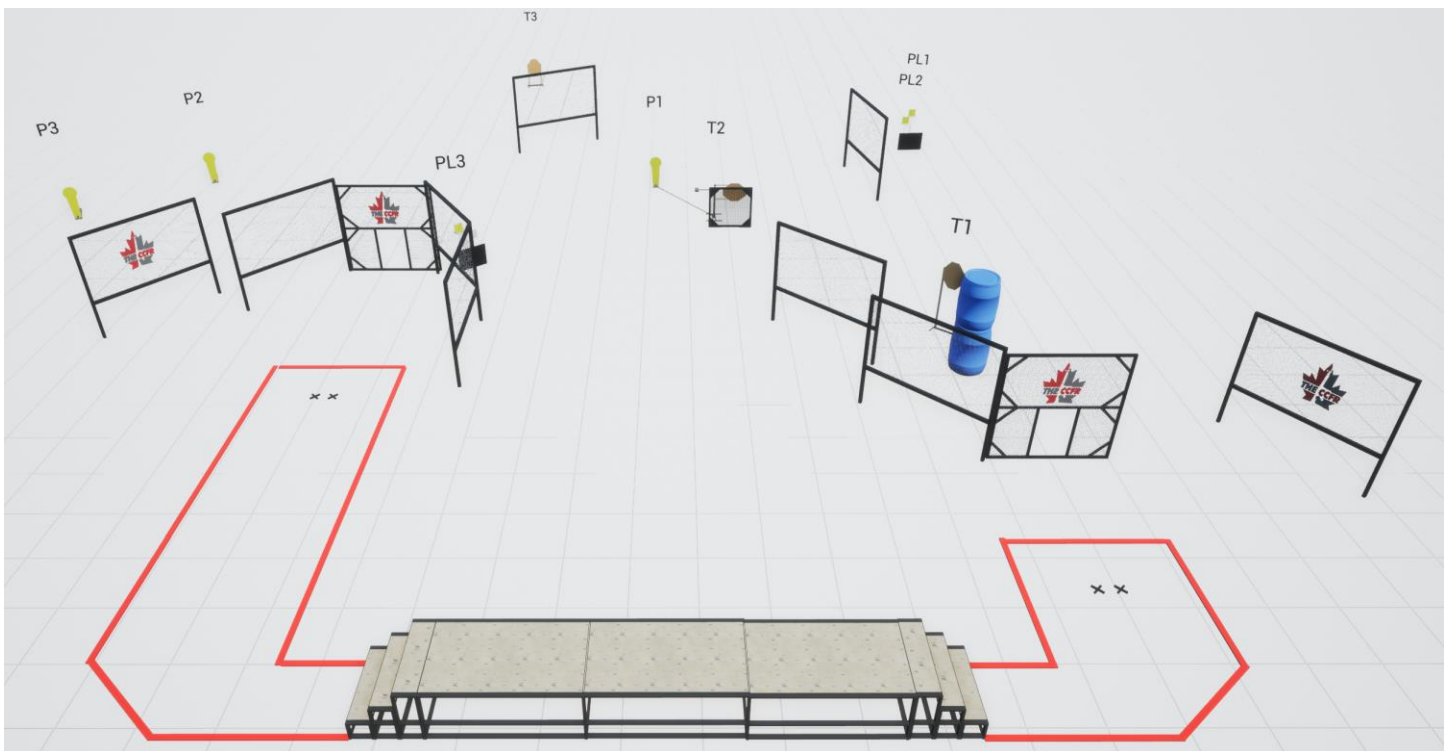
STAGE PROCEDURE:

Upon start signal engage all targets. Popper P1 activates swinger T2 which remains visible at rest.

TARGETS: 3 IPSC targets, 3 IPSC poppers, 3 IPSC metal plates, 1 metal no-shoot plate.

Number of ROUNDS to be scored: 12 (60 points)

TIME Starts: Audible



SETUP NOTES:

RO NOTES:

Stage 13 - Django Unchained

Short course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2

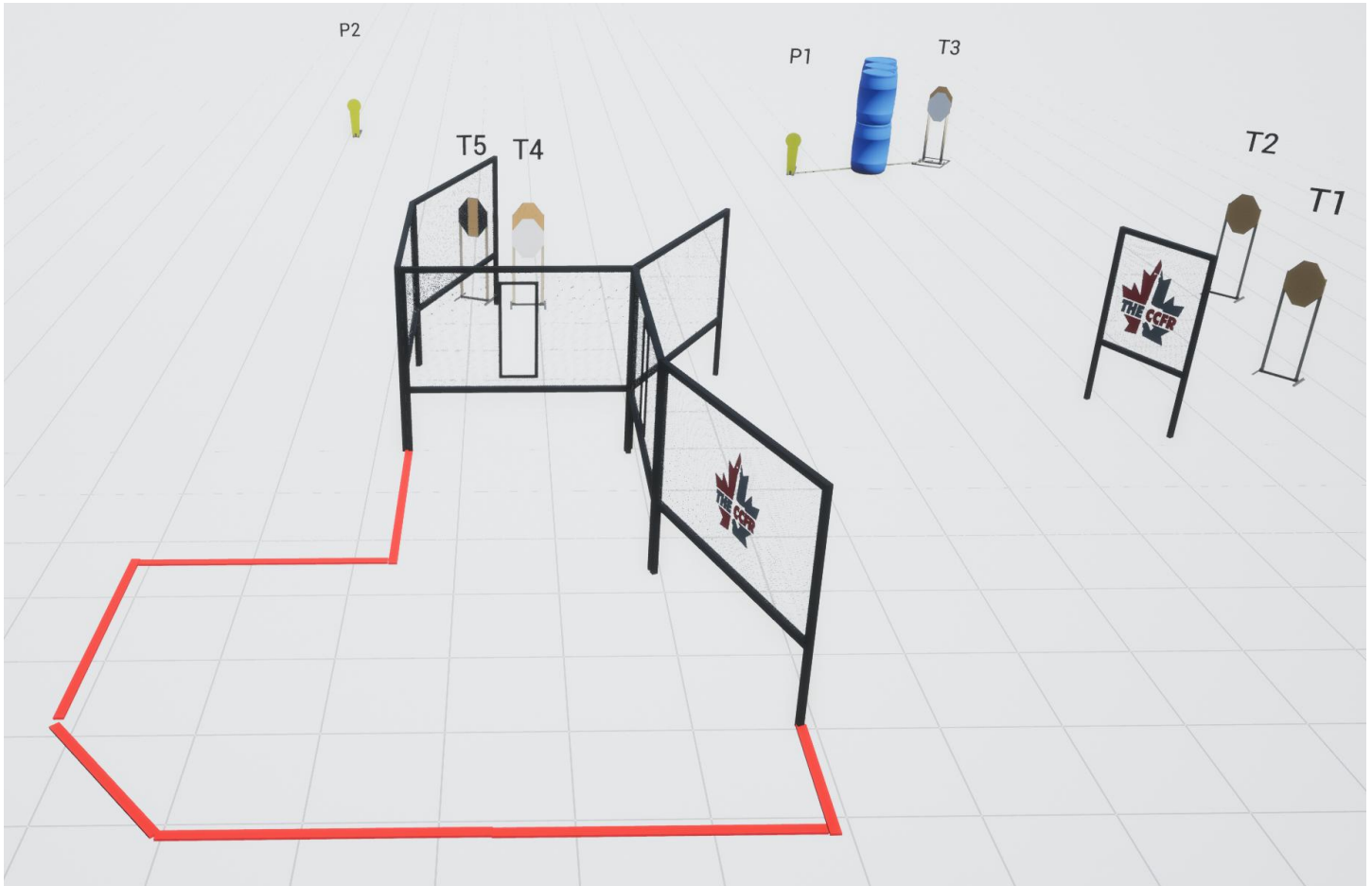
STAGE PROCEDURE:

Upon start signal engage all targets. Popper P1 activates target T3, a maxtrap, which remains visible at rest.

TARGETS: 5 IPSC Targets, 2 IPSC Poppers.

Number of ROUNDS to be scored: 12 (60 points)

TIME Starts: Audible



SETUP NOTES: Separate build copy with dimensions.

RO NOTES:

Stage 14 - Wind River

Long course of fire

START POSITION: Standing on markers as demonstrated.

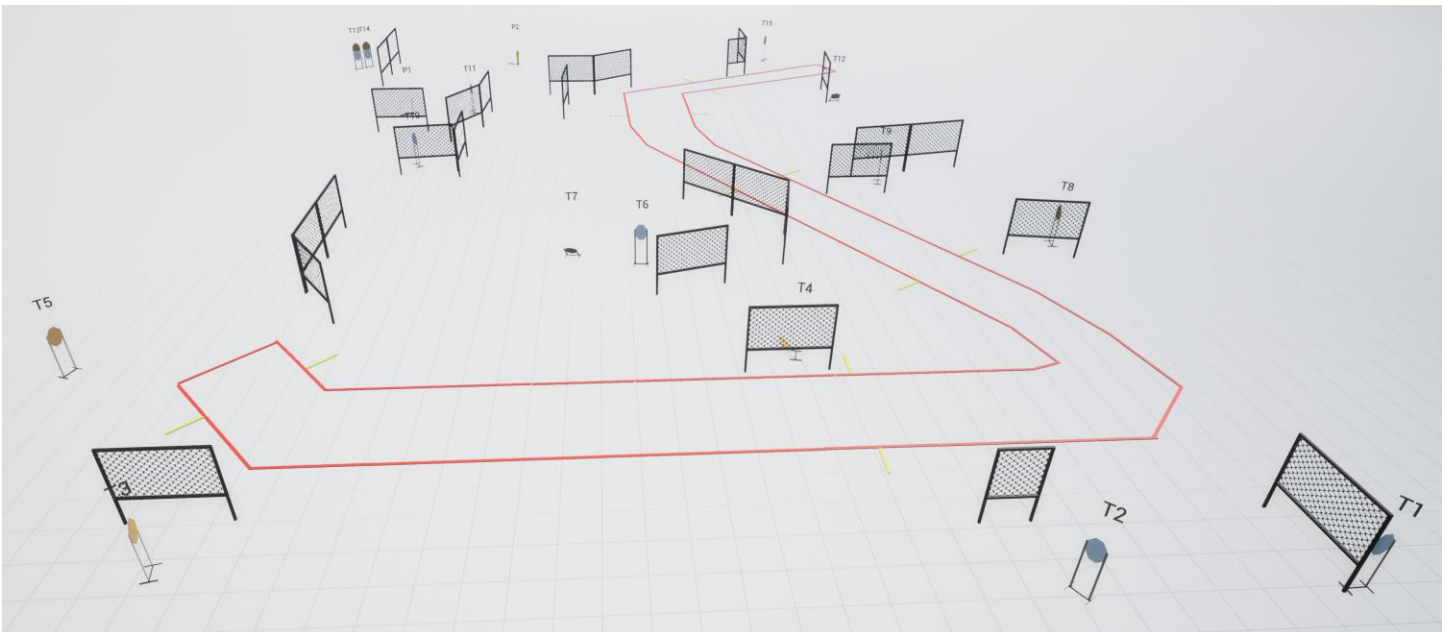
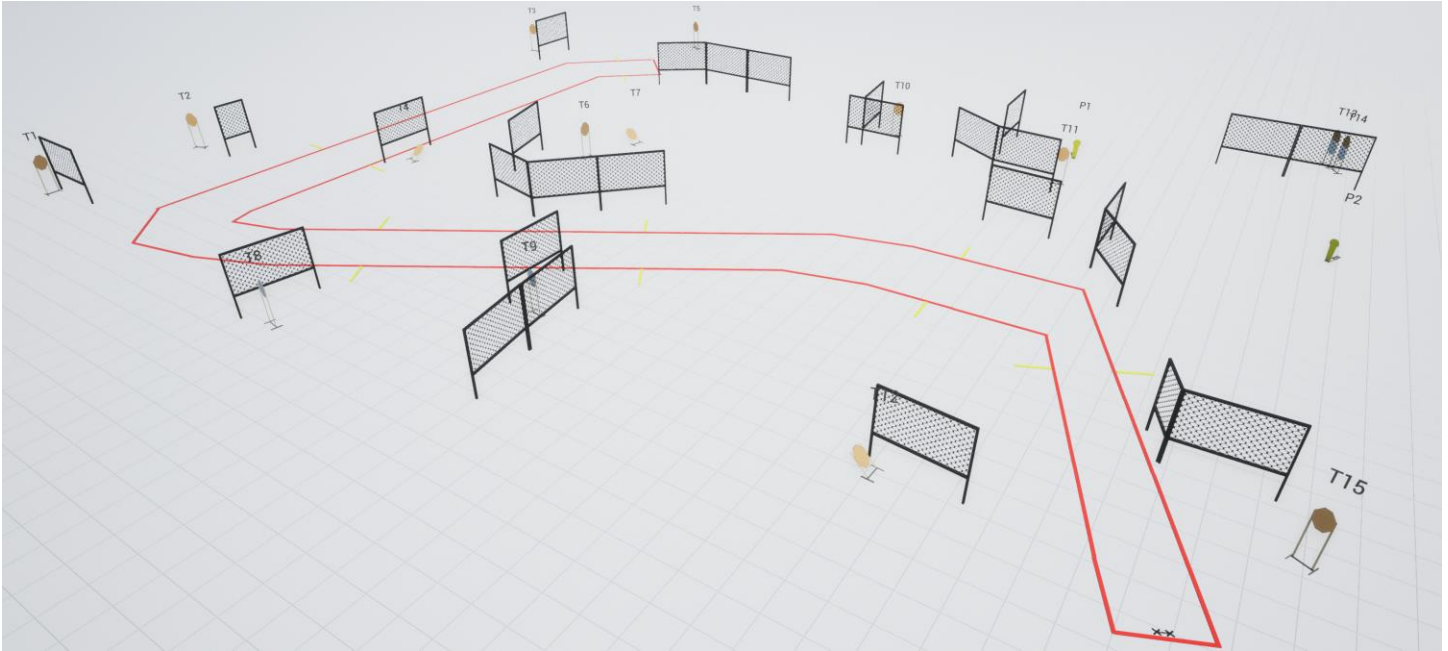
STAGE PROCEDURE:

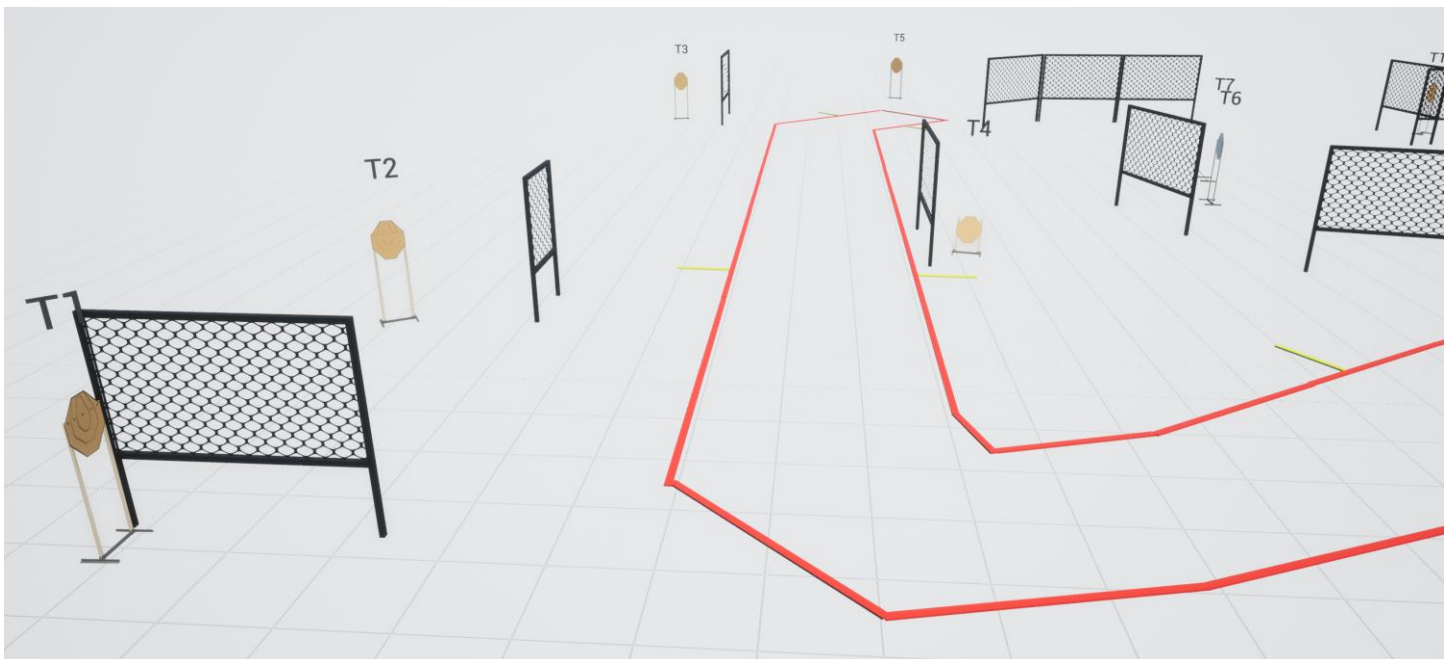
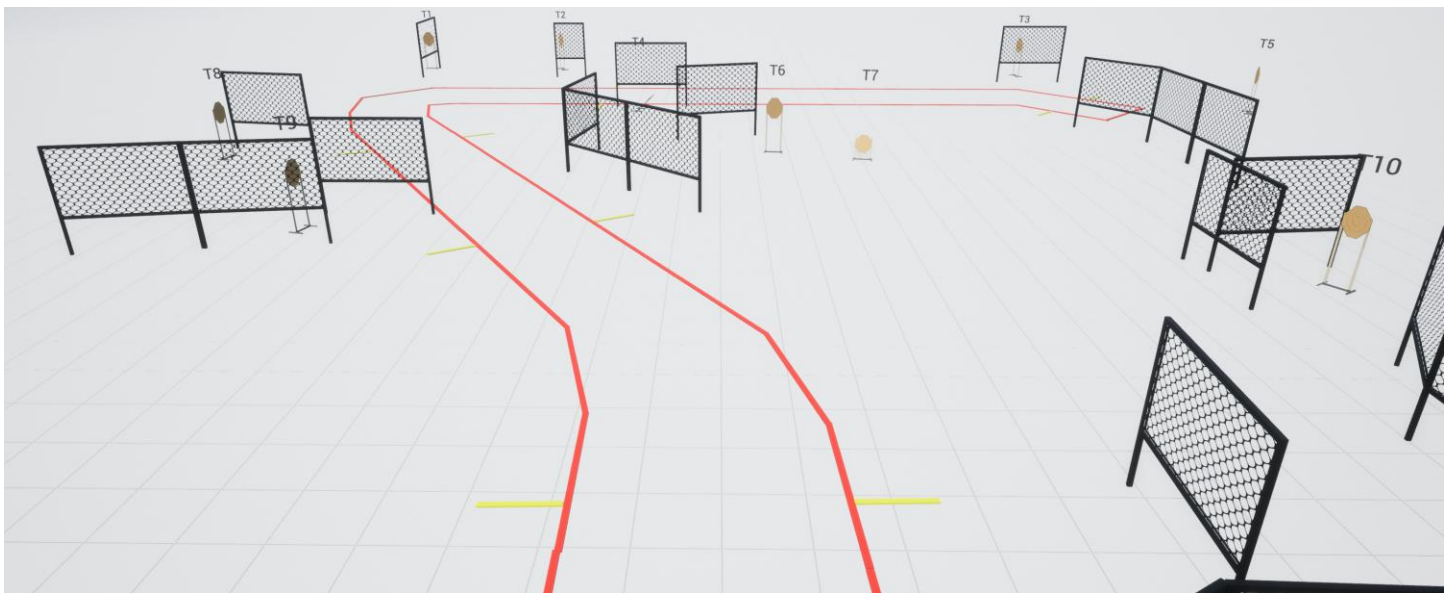
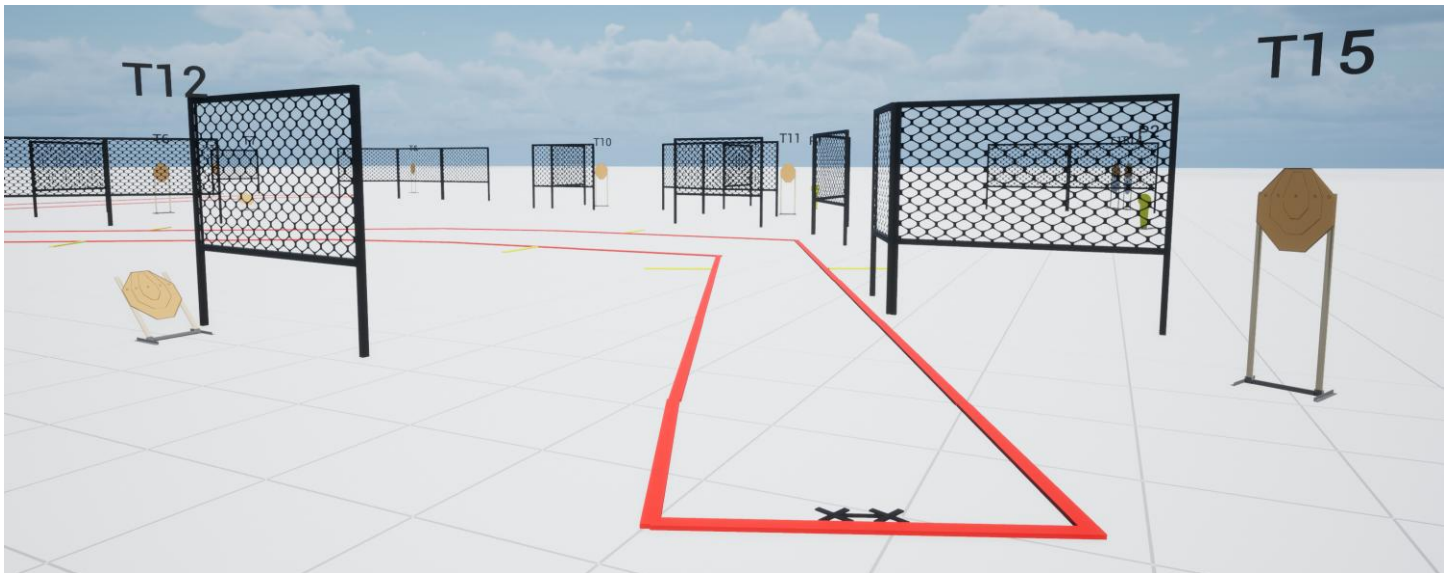
Upon start signal engage all targets.

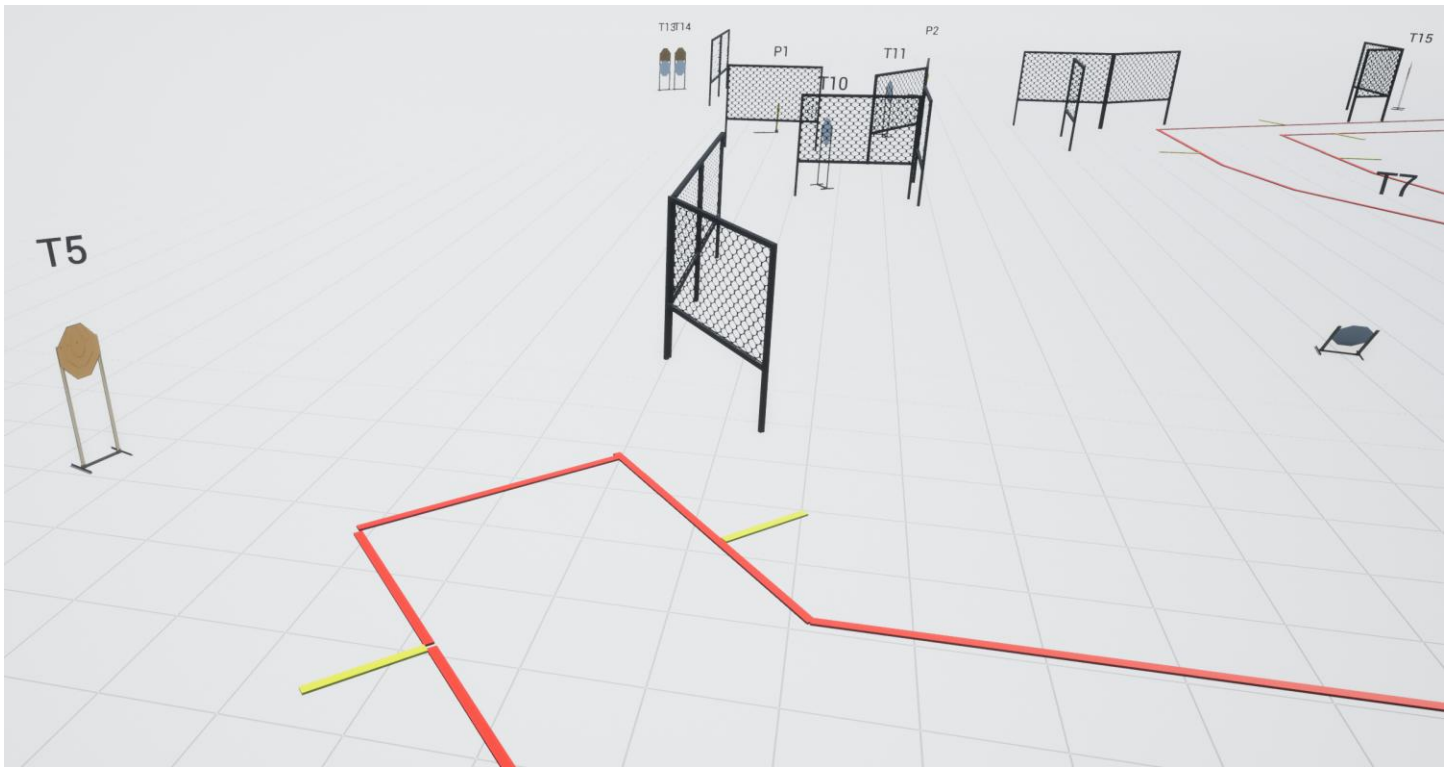
TARGETS: 15 IPSC Paper Targets. 2 IPSC Poppers.

Number of ROUNDS to be scored: 32 (Points 160)

TIME Starts: Audible







SETUP NOTES: Ensure shooting area demarcating fault lines have safe 180 ° angle.

RO NOTES: Demonstrate safe angle of fire by walking squad through the shooting area. When officiating a shooter, follow and stay behind shooter at all times. Ensure range commands are loud and clear.

Stage 15 - A Fistful of Dollars (Bay 12)

Short course of fire

START POSITION: Standing with wrists bound, palms flat on markers as demonstrated. Firearm placed flat on table, barrel aligned with marker.

HANDGUN READY CONDITION: Firearm loaded on table

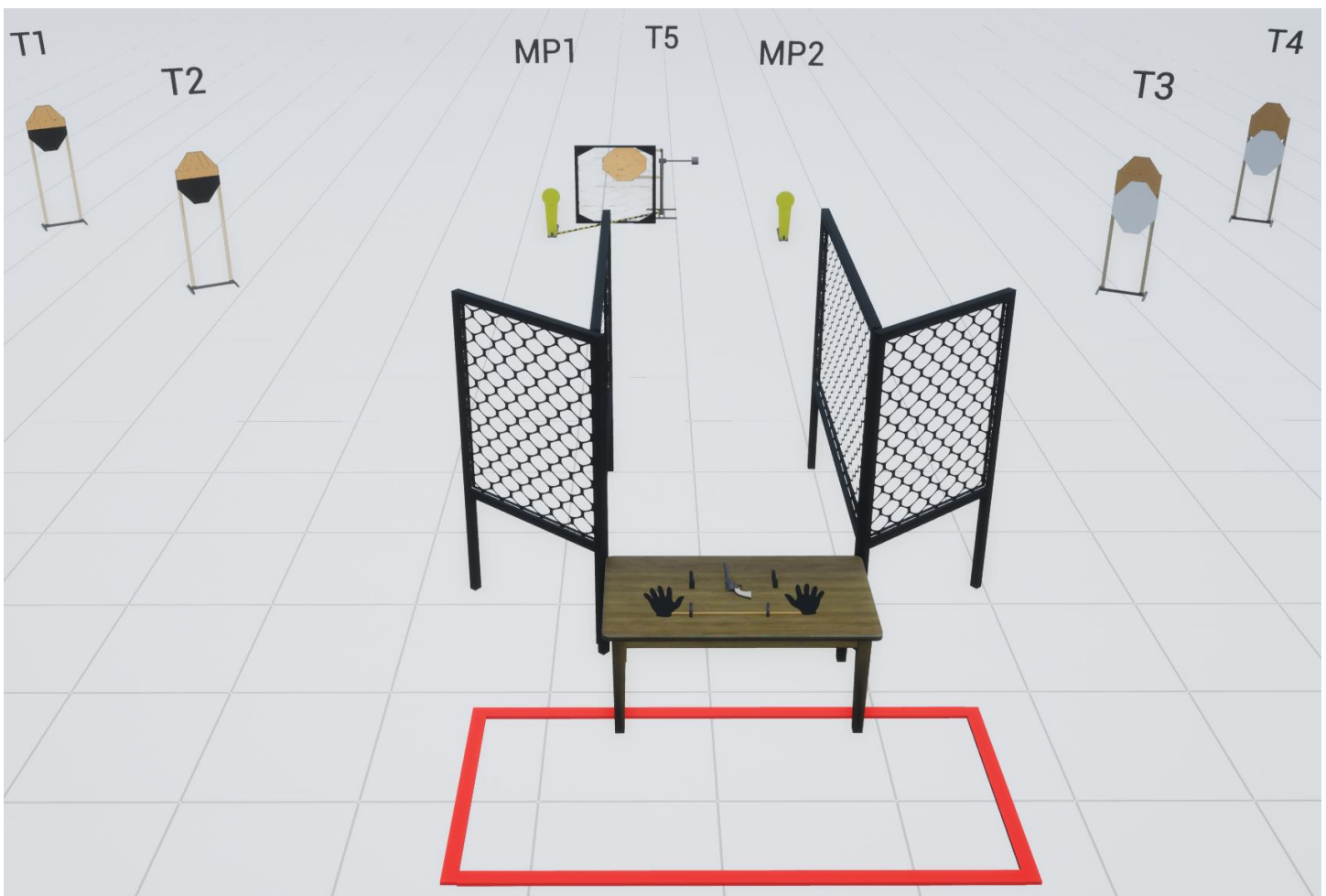
STAGE PROCEDURE:

All magazines to be used will be placed on the table. Upon audible start, engage all targets. MP1 activates swinging target T5 which remain visible at rest.

TARGETS: 5 IPSC Targets. 2 IPSC Mini Poppers

Number of ROUNDS to be scored: 12 (Points: 60)

TIME STARTS: Audible.



SETUP NOTES: Adjust wrist restraint cable length so that outer targets must be engaged SHO / WHO.

RO NOTES: Competitors may not secure wrist restraints during walk through. They may hold restraints and test length for targets – not to be considered a sighting aid. Complete LAMR procedures and set gun on table in a safe condition prior to securing competitor's wrists.

Stage 16 - The Bad (Bay 12)

Short course of fire

START POSITION: Seated on bed as demonstrated.

HANDGUN READY CONDITION: Magazine inserted, chamber empty.

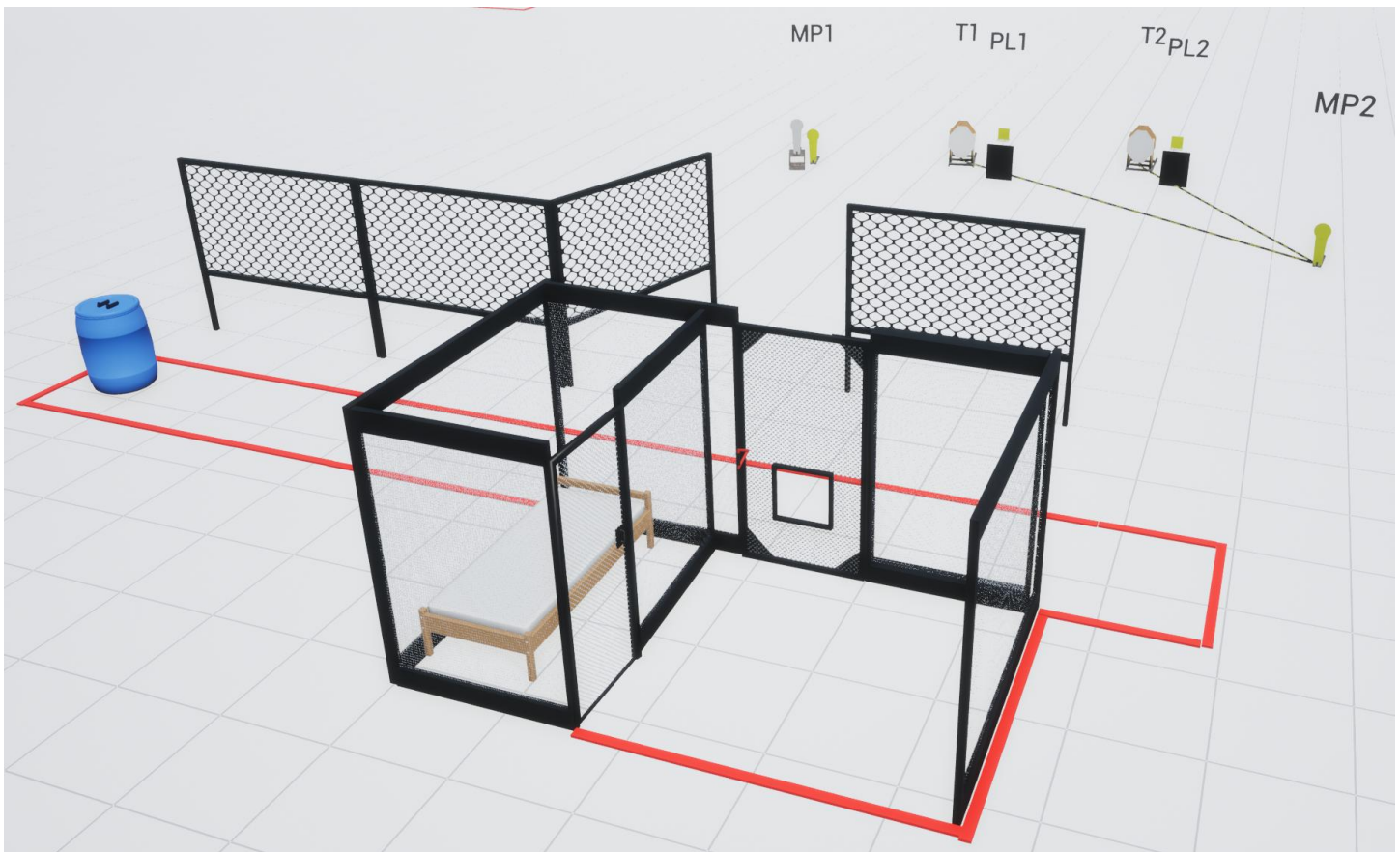
STAGE PROCEDURE:

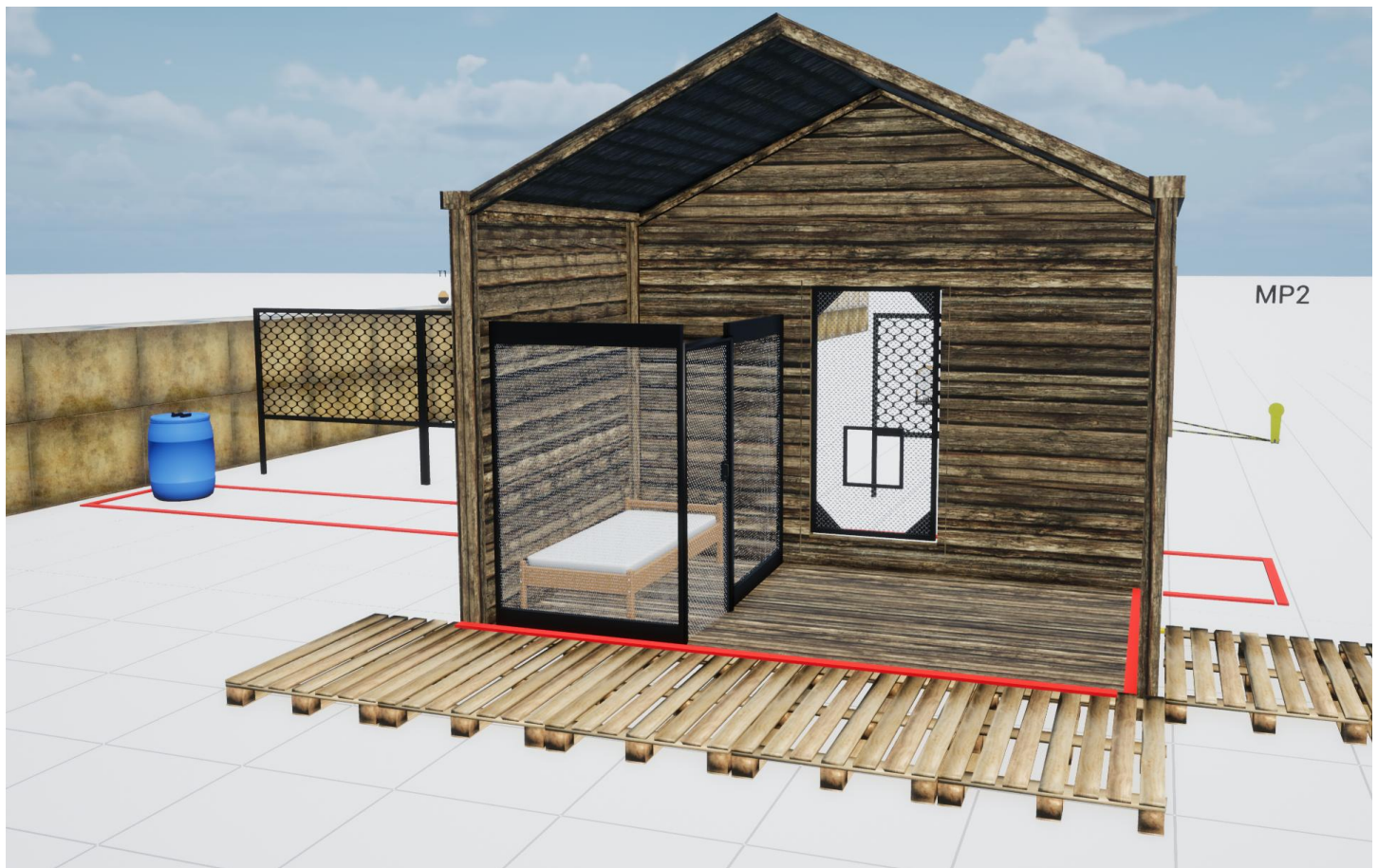
All other magazines to be used placed on barrel. Upon audible start, engage all targets. Opening the ported door activates leaning no-shoot mini popper. MP2 activates bobbing targets T1 and T2 which remain visible at rest.

TARGETS: 2 IPSC paper targets, 2 IPSC Mini Poppers, 2 IPSC Plates, 1 no-shoot Popper

Number of ROUNDS to be scored: 8 (Points: 40)

TIME STARTS: Audible.





SETUP NOTES: Ensure that when activated, no-shoot mini popper occludes portion of the calibration zone of the scoring mini popper.

RO NOTES: Have competitor place all magazines to be used on table during scoring of the previous competitor. Ensure dropping no-shoot mini popper is reset properly prior to LAMR.

Stage 17 - No Country for Old Men (Bay 13)

Medium course of fire

START POSITION: Standing on markers as demonstrated. Unloaded handgun placed with muzzle facing directly downrange on either table, all magazines to be used placed on either table.

HANDGUN READY CONDITION: Chamber and magwell empty

STAGE PROCEDURE:

Upon start signal engage all targets. P3 activates T5 which remains visible at rest.

TARGETS: 10 IPSC Targets, 3 IPSC Popper, 1 IPSC Mini Popper.

Number of ROUNDS to be scored: 24 (120 points)

TIME Starts: Audible



SETUP NOTES: Separate build copy with dimensions.

RO NOTES:

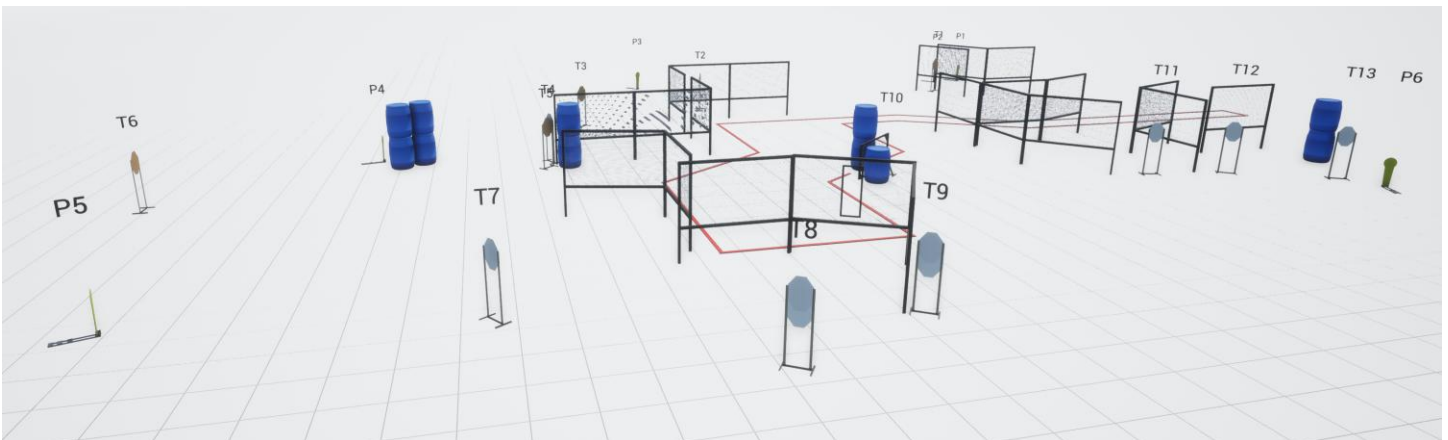
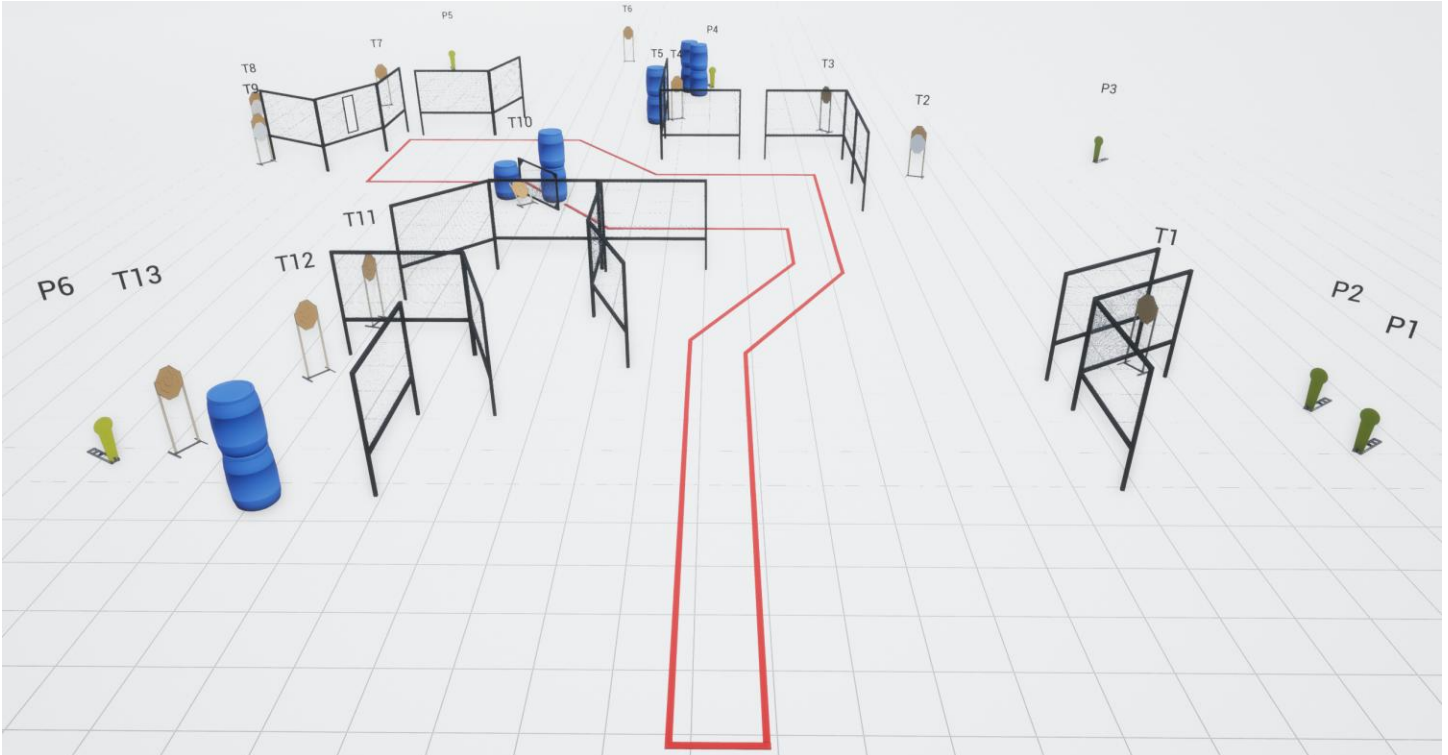
Stage 18 - The Ballad of Buster Scruggs (Bay 14)

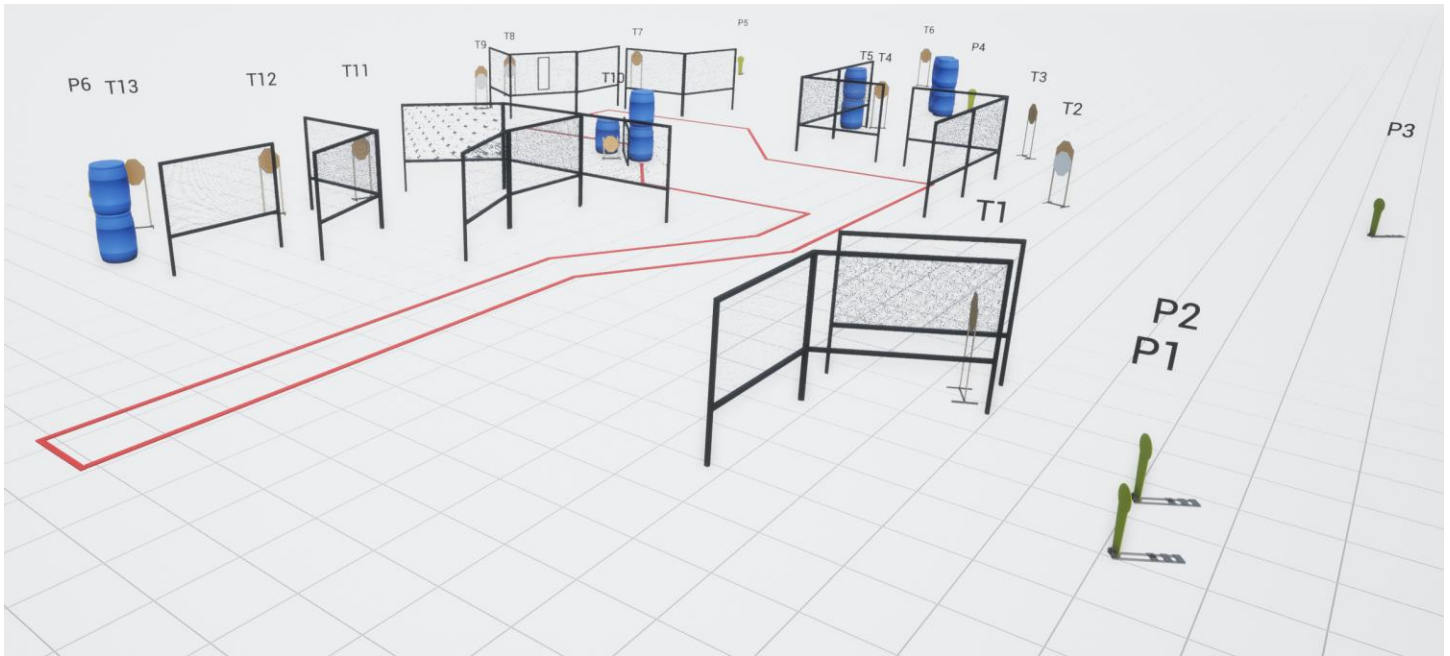
Long course of fire

START POSITION: Standing anywhere in shooting area; as per 8.2.2 Appendix E2.

STAGE PROCEDURE:
Upon start signal engage all targets.

TARGETS: 13 IPSC targets, 6 IPSC Poppers.
Number of ROUNDS to be scored: 32 (160 points)
TIME Starts: Audible





SETUP NOTES: Ensure port height requires prone shooting.

RO NOTES: