

# 1. Rifle Family Time Stage 1

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Scoring	Unlimited	Firearm	Rifle	Rounds	16
Targets	8 paper, 4 no-shoot	Total	8 targets	Strings	1
Scenario & Procedure	Scenario Sitting across your family when bad guys attack, defend yourself Procedure Engage T1 –T8 with 2 shots each,				
Start pos	Sitting at P1 rifle loaded in cruiser ready				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	All targets must be shot from seated, T7 & T8 2m behind T5 & T6				

## 2. STAGE 2 Shotgun Madness

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Scoring	Unlimited	Firearm	Shotgun	Rounds	12
Targets	2 paper, 10 plates, 3 no-shoot	Total	12 targets	Strings	1
Scenario & Procedure	Scenario Shotgun skill test Stage Procedure Engage T1 and T2 with slugs, then engage P1-P6 on the move to B, then engage P7-P8 from left side of cover with left shoulder and then P9-P10 from right side of cover with right shoulder,				
Start pos	Start at A, shotgun loaded with slugs only.				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	The shooter must have 10 birdshot and 2 slugs available to him. The additional 2 rounds are per shooter's choice. Shooting the plates with slugs will result in a DQ. Shotgun only stage, NO HANDGUN, FTN's to apply				

### 3. STAGE 3 Cleaning guns

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Scoring	Unlimited	Firearm	Handgun, Shotgun, Rifle	Rounds	19
Targets	9 paper, 1 frangible,	Total	10 targets	Strings	1
Scenario & Procedure	Scenario You are cleaning your guns on the farm when BGs enter the house. Stage Procedure While seated, draw handgun and engage T1-T3 with 3 rounds each. Stand up holster handgun, then pick up shotgun and engage CL1-CL8, drop shotgun in bin, then move to C, collect rifle and engage T4-T9 with 3 rounds each prone				
Start pos	Start seated at A back against chair, hands on knees, shotgun on table loaded Cruiser ready with 1 r				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Before moving from range 1 to range 2 don't turn and dump your shotgun in bin				

## 4. STAGE 4 Rifle Reloading

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Scoring	Limited	Firearm	Rifle	Rounds	16
Targets	3 paper,	Total	3 targets	Strings	1
Scenario & Procedure	Scenario Reloading Practise Stage Procedure Standing at A engage T1-T3 with 2 rounds each, from weak side of cover and weak shoulder, do an emergency reload, then engage each target with 2 head shots each, from strong side of cover, with strong shoulder, then do a loaded chamber reload move to B and engage each target with 2 rounds each from low cover				
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

## 5. STAGE 5 Moving and Shooting

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Scoring	Limited	Firearm	Handgun, Shotgun, Rifle	Rounds	18
Targets	2 paper, 6 popper,	Total	8 targets	Strings	1
Scenario & Procedure	Scenario Moving and Shooting Stage Procedure Engage T1 with 3 rounds while moving to B, bin rifle, pick up shotgun, then engage P1-P3 on the move to c, bin shotgun, draw handgun, then engage T2 with 3 round while retreating to D, then from D engage T2 with 3 rounds while moving to C, holster handgun, pick up shotgun and engage P4-P6 while moving to B, bin Shotgun, pick up Rifle and engage T1 with 3 rounds while retreating				
Start pos	Start at A, Rifle loaded patrol ready, Shotgun loaded patrol ready in bin, handgun loaded and holste				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup	Must get to D before moving again with handgun, PE for shooting any any target with wrong gun,				