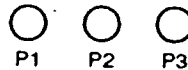
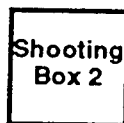
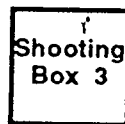
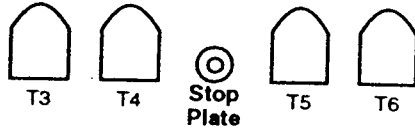




Stage 4

"Seven & Seven Modified"



Stage Procedure:

The shooter stands in the Start Box, hands at side, facing the targets. On the start signal, the shooter moves to Shooting Box 1. The shooter may draw any time after leaving the start box, but may not fire until in Shooting Box 1. From Shooting Box 1 the shooter may only engage T1, P1, P2, and P3, in any order. Shooter then proceeds to Shooting Box 2, once in Shooting Box 2, the shooter engages only P4, P5, P6, and T2, in any order. Shooter then proceeds to Shooting Box 3, once in Shooting Box 3, the shooter engages only T3, T4, T5, and T6, in any order, and the Stop Plate, which must be engaged last. **Failure to engage the stop plate will result in 60 seconds being added to your accrued string time.** Each plate must have one hit on it from the designated shooting box and each paper target must have two hits from the designated shooting box. The course of fire will be repeated for a total of three strings.

Scoring: Time

Targets: 7 steel, 6 paper

Min. Rounds: 57 stage total (19 min. per string for 3 strings)

Min. Distance: 7 yards

Max. Distance: 7 yards

Start Signal: Audible

Stop Signal: Last Shot

Start Position: Strong hand on gun, weak hand on belt

Penalties:

Premature Starts

= +5 sec.

Foot Faults

= +5 sec.

Each mandatory target not hit (except Stop Plate)

= +5 sec.

Failure to engage target (each occurrence)

= +5 sec.

Procedural

NOTE: Props & vision barriers may be added.

NOTE: Stages are subject to change due to range conditions, weather, act of God, etc.

