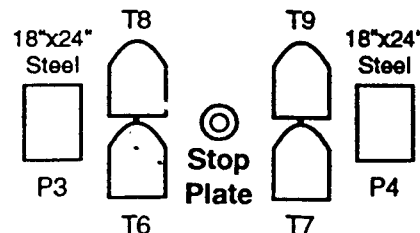




Stage 8

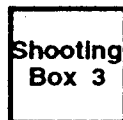
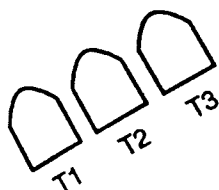
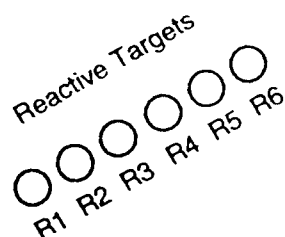
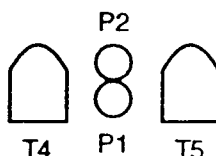
"Hurry Up & Wait"

T6 & T8 / T7 & T9
Targets mounted
high & low on
common stands.

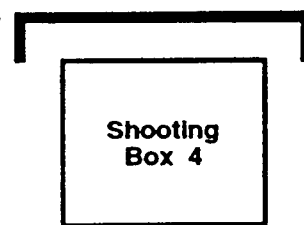


Stage Procedure:

The shooter stands in Shooting Box 1, facing the targets. At the start signal, the shooter engages T1 - T3, then proceeds to Shooting Box 2 and engages bowling pins. *The shooter may not proceed until all reactive targets are knocked down!* The shooter then proceeds to Shooting Box 3 and engages T4, T5, P1, and P2. The shooter then proceeds to Shooting Box 4, from a prone position, engages, in any order, T6 - T9, P3, P4, and the Stop Plate. The Stop Plate 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.



Approximate
12" high



Scoring: Time

Targets: 5 steel, 9 paper, 6 reactive

Min. Rounds: 29 stage total (1 string)

Min. Distance: 5 yards

Max. Distance: 50 yards

Start Signal: Audible

Stop Signal: Last Shot

Start Position: Surrender

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

= +5 sec.

NOTE: Props & vision barriers may be added.

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