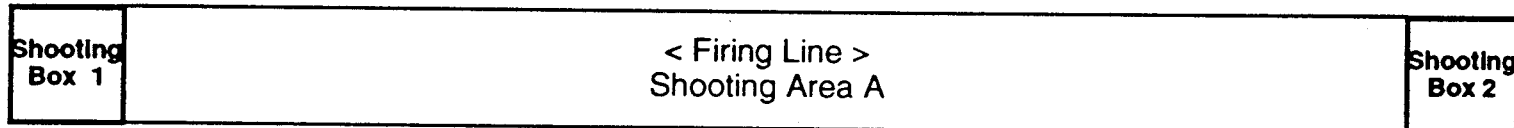
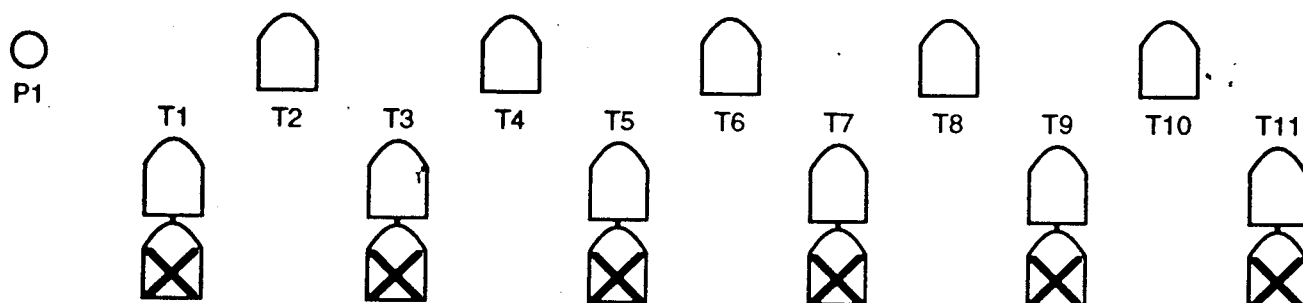




# Stage 9

## "Walk In The Park"



T1, T3, T5, T7, T9, & T11 are mounted high with a No Shoot mounted low on common stands.

T2, T4, T6, T8, & T10 are mounted low on the stands.

### Stage Procedure:

The shooter stands in Shooting Box 1, facing the targets. At the start signal, the shooter engages P1, then proceeds to Shooting Area A from which T1 through T11 are to be engaged in any safe order with two shots each. Then the shooter may enter Shooting Box 2 and once fully standing in Shooting Box 2 engages the Stop Plate. Watch for foot faults. 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 area.

### Scoring: Time

**Targets:** 2 steel, 11 paper

**Min. Rounds:** 24 stage total (1 string)

**Min. Distance:** 10 yards

**Max. Distance:** 25 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.

Each No Shoot hit

= +5 sec.

**NOTE:** Props & vision barriers may be added.

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