



Stage 1

"Coin Flip"



Stage Procedure:

Before the first string begins the shooter will flip a coin to determine the stop plate for all 5 strings. If the flip indicates "Heads" the stop plate will be the left 18" x 24". If the flip indicates "Tails", then the stop plate will be the right 18" x 24".

The shooter stands in the shooting box facing the targets. On the start signal, the shooter draws and places one hit on each of the plates. They may be engaged in any order except the stop plate must be engaged last. **Failure to hit the correct stop plate will result in 30 seconds being added to your accrued time.** The course of fire will be repeated for a total of five strings.

Scoring: Time

Targets: 6 steel (1 18" x 24" plate is an alternate Stop Plate)

Min. Rounds: 25 total stage (5 min. per string for 5 strings)

Min. Distance: 7 yards

Max. Distance: 13 yards

Start Signal: Audible

Stop Signal: Last Shot

Start Position: Surrender

Penalties:

Premature Starts

Foot Faults

Hitting No Shoot Alternate Stop Plate

Each mandatory plate not hit (except Stop Plate)

Failure to engage target (each occurrence)

Procedural

= +5 sec.

= +5 sec.

= +5 sec.

= +5 sec.

= +5 sec.

= +5 sec.

NOTE: Props & vision barriers may be added.

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

