

At the beep, the shooter moves to the cradle of the tank trap. Engage the 305 Yard KYL Largest to smallest. If you miss you must move to a different position and continue on the same target you missed. Every miss you move positions.								
Gear Any								
Stage 2 Skills stage								
Par time: 60 seconds								
Round count 8								
Standing MIBB								
At the beep shooter moves to top of the Barricade and engages the 589Yd Left-IPSC 2 times, then Circle on rack 1 time then Right-IPSC 2 times and then back to the circle 1 time then back to the Left IPSC 2 times /dark green targets								
Stage 3 Up/Downs								
Par time: 120 seconds								
Round count 10								
At the beep shooter moves to the top of the tree and engages the Large IPSC at 378yards with 1 round then moves to prone and engages the small IPSC at 378 yards with 2 rounds move to the next branch down and repeat the process.								
Gear Any								
Stage 4 Spinner-Popper								

Par time: 60 Second								
Round count 10								
At the beep shooter will have 10 rounds to spin the spinner, once spun; the shooter engages the 292 yard small circle on rack with remaining rounds. 1 point for spinning, 1 point for each impact on the small circle.								
Stage 5 Horse								
Par Time: 90 seconds								
Round count 8								
At the beep, the shooter moves to the left side of the saw horse and engages the red tombstone at 289 at with 2 rounds move to the middle and repeat, move to the right and repeat and finally move to the bottom of the sawhorse with the last 2 rounds.								
Equipment 1 Bag								
Stage 6 1k to 200								
Par Time: 90								
Round Count 10								
Mag in hand port arms								
At the beep Shooter moves to prone and engages the small rack target at 1018 Yards until hit 2 times repeat the process at 690-379-292-189 All targets are neon yellow.								