

Father's Day Shoot: Sunday, June 20th, 2021

Stage 1 – “Stand and Deliver”

Ammo requirements and gun staging:

10 Pistol - 5 rounds each holstered.

10 Rifle – Staged in the doorway

4+ Shotgun in doorway

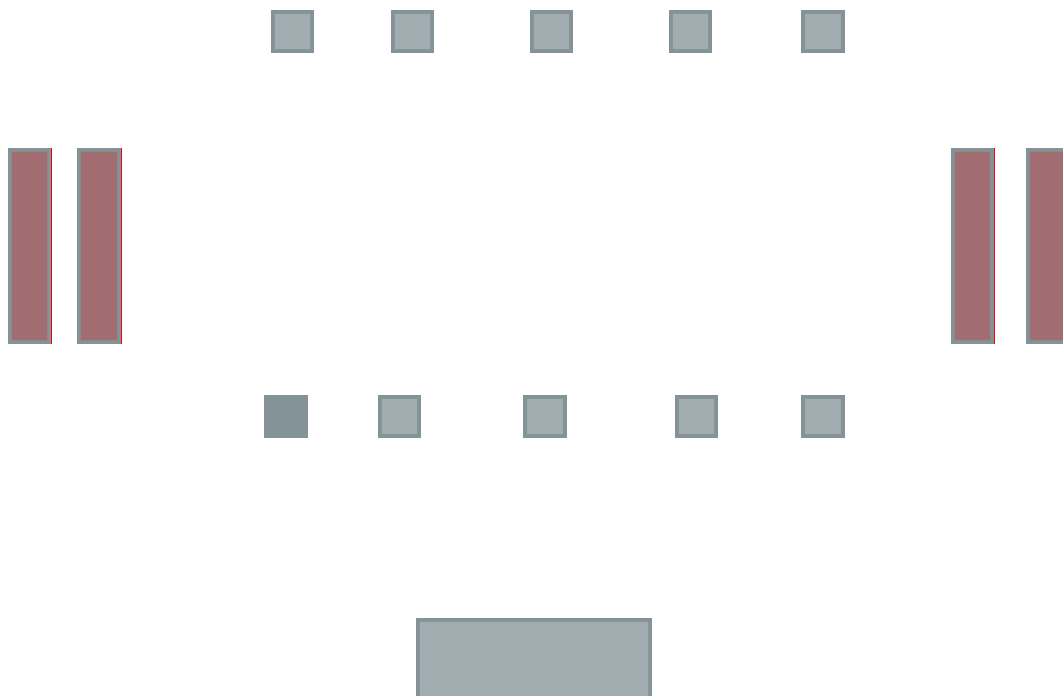
We all like to run our guns fast, here is your chance with an easy and fast stage.

Starting position: Standing in doorway touching guns.

Shooting order: Pistol, Rifle, Shotgun.

Course of fire: Timer will start after the shooter says, **“let's make this fast!”**

- ATB: Engage pistols with 2 single tap sweeps starting from either direction. “No double taps.”
- Rifle: Engage rifle targets same as pistols.
- Shotgun: Engage KD in any order until down.



Stage 2 – “Time for a Double Bonus Challenge!”

Ammo requirements and gun staging:

10 Pistol – 5 rounds each, holstered.

10 Rifle – Staged in center opening.

6+ Shotgun – Staged in right opening.

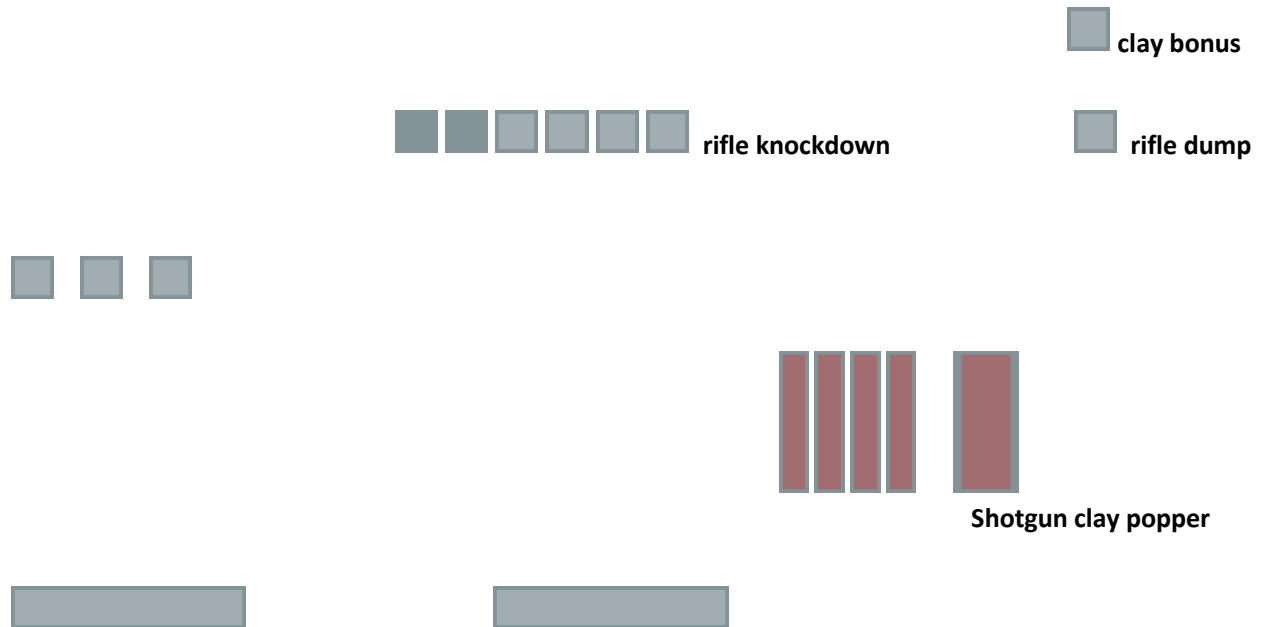
We all like bonuses and here is a chance, you get to try your skills at 2 bonuses.

Starting position: Standing in opening of choice pointing at your bonus attempts.

Shooting order: Shooter’s choice rifle must not be last.

Course of fire: Timer will start after the shooter says, **“Double Bonus!”**

- ATB: With pistols, double tap outside targets, and single tap inside target. Then repeat instruction.
- Rifle: Engage rifle KD’s until all are down. Then engage bird with remaining rounds to get a 5 second bonus. If you hit bonus and have rounds left place on dump target. **“Missing any clay is not a miss.” “ Plates left standing/missing dump target is a miss.”**
- Shotgun: Engage all KD’s until down. Then engage shotgun popper/bird for a 2nd 5 second bonus if you get the clay. **“Missing any clay is not a miss.”**



Stage 3 – “Round Count with Choices.”

Ammo requirements and gun staging:

10 Pistol - 5 rounds each, holstered.

10 Rifle – Staged in the window beside the safety board

4+ Shotgun in window

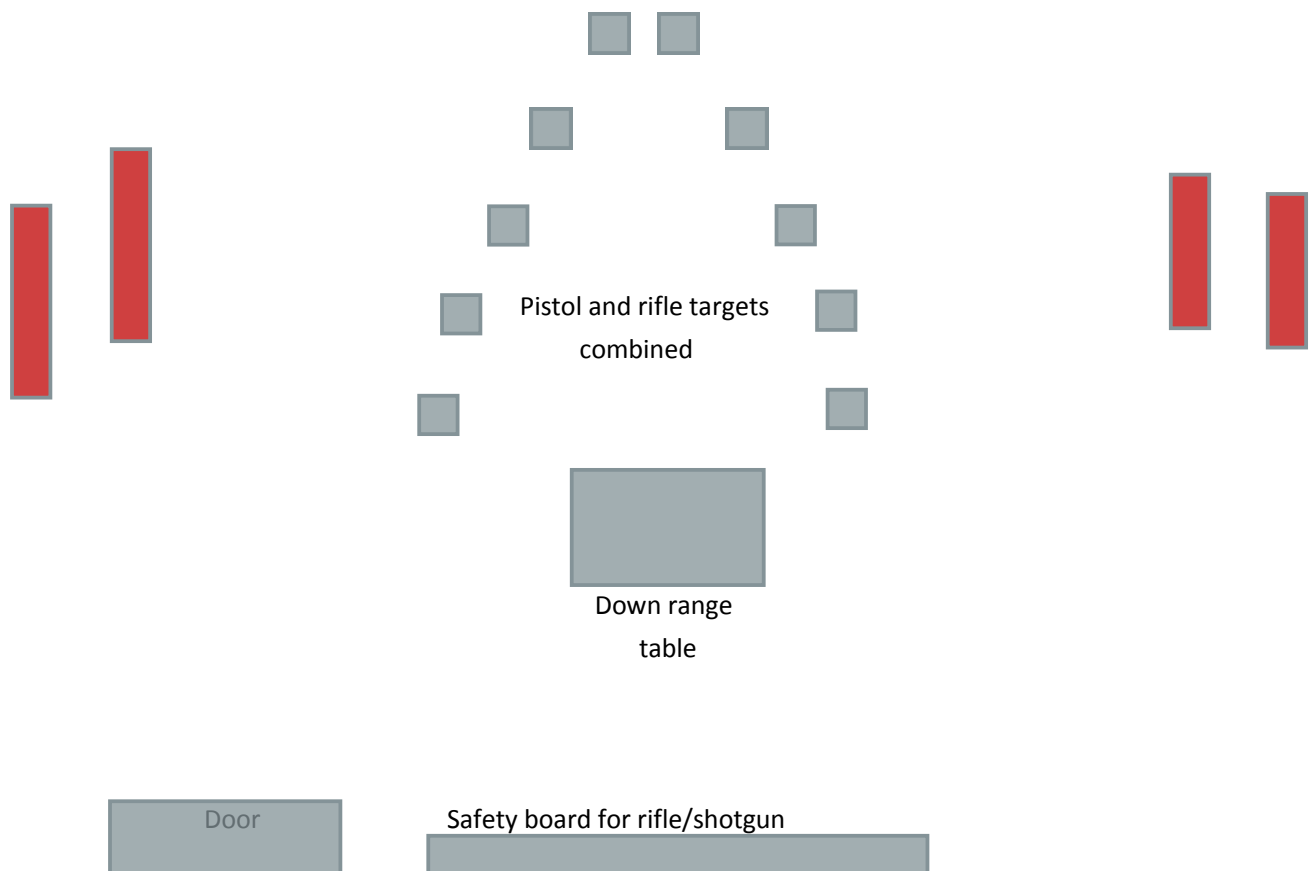
It is a stage that gives you a choice, a hard one at that. To move down range or use your front sights.

Starting position: Standing in the window, hands on your rifle.

Shooting order: Rifle, pistols, shotgun.

Course of fire: Timer will start after the shooter says, “**Round count, choices?!**”

- ATB: With the combination of rifle, **AND THEN** pistols, engage all 10 targets with a total of two rounds each. “**This is a round count stage.**” Pistols may be shot from the window or the downrange table.
- Shotgun: Engage all 4 KD’s until down from the same location you shot your pistols from, which means you must take your shotgun with you if you move to the down range table for pistols.



Stage 4 – “Split Pistols”

Ammo requirements and gun staging:

10 Pistol – One pistol staged in each window.

10 Rifle – Staged in either center opening.

4+ Shotgun – Staged in other center opening.

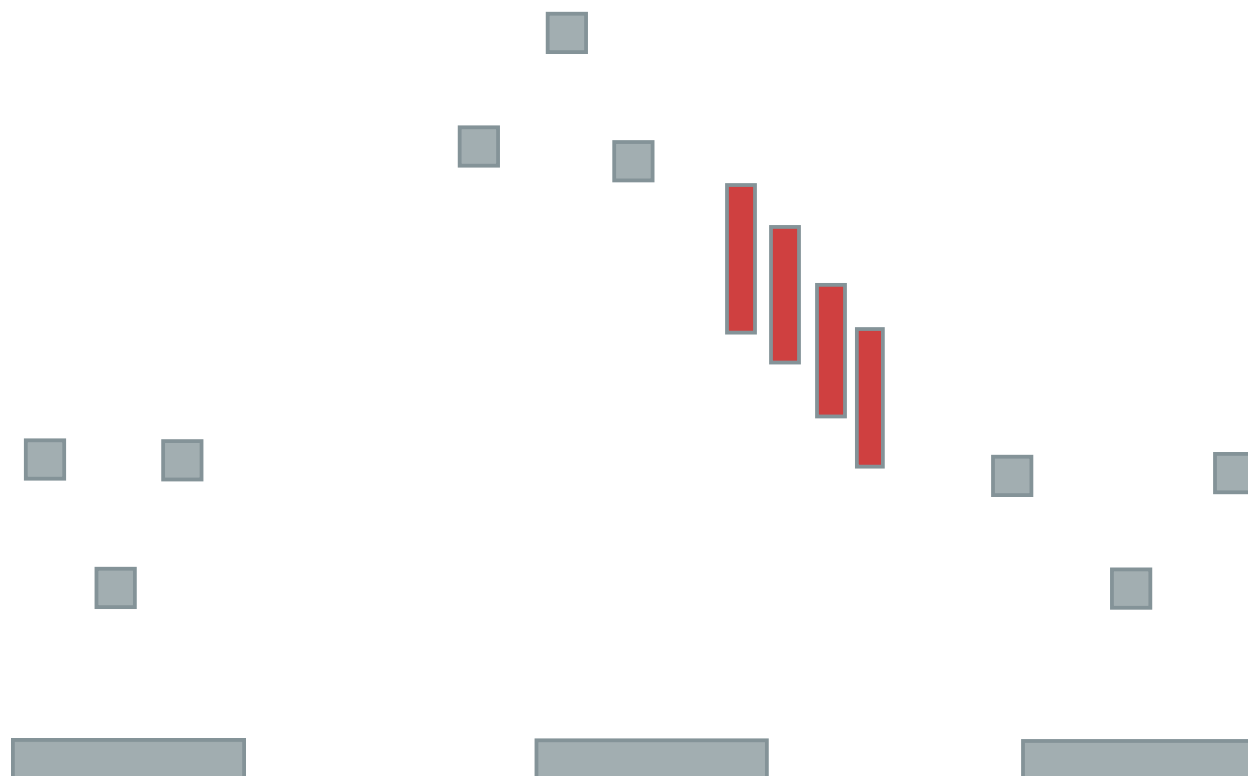
Let us mix it up a little with some split pistols we all know we don’t practice this enough.

Starting position: Standing in left opening, hand on pistol.

Shooting order: Pistol, rifle, pistol, shotgun.

Course of fire: Timer will start after the shooter says, **“Split Pistols!”**

- ATB: Engage first pistol targets from left opening, 1,3,1.
- Rifle: Engage targets (1,3,1) (1,3,1) yes you can.
- 2nd Pistol: From right opening engage pistol targets 1,3,1.
- Shotgun: Engage all KD’s in any order until down.



Stage 5 - "Double Tap or Not"

Ammo requirements and gun staging:

10 Pistol – 5 rounds each , holstered, left opening.

10 Rifle – Staged in center opening.

4+ Shotgun – Staged in right opening.

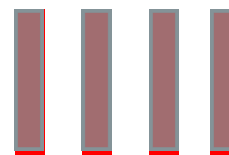
This is a stage that allows the shooter to move fast and smooth depending on their skills.

Starting position: Standing in left opening with hands on hips.

Shooting order: Pistols, Rifle, then Shotgun.

Course of fire: Timer will start after the shooter says, "**My choice!**"

- ATB: Engage 5 pistol targets with 2 rounds each you may choose to double tap them or not.
- Rifle: From middle opening, engage rifle targets 2 rounds each and you may double tap them if you would like.
- Shotgun: Engage KD's from left to right until down.



Stage 6 - "Keep on Moving."

Ammo requirements and gun staging:

10 Pistol – 5 rounds each , holstered, center opening.

10 Rifle – Staged in center opening.

4+ Shotgun – Staged in right or left opening.

This is a stage that will keep you on your toes moving between each gun.

Starting position: Standing in opening of choice hands on hat.

Shooting order: Shotgun, then both Pistols and Rifle any order, then Shotgun.

Course of fire: Timer will start after the shooter says, **"I'm Moving!"**

- ATB: Engage first 2 shotgun KD's, remember to take it with you.
- Rifle: From middle opening, engage rifle and pistol targets in a progressive sweep. 1,22,333,4444, from either direction.
- Shotgun: Engage the other 2 KD's from the remaining opening.

