

## Stage 1 RPS V.2

**GUN READY CONDITION:** Pistol unloaded, magazines loaded to Division capacity, holstered. Rifle loaded to Division capacity, safety on, in dump barrel, Shotgun loaded to Division capacity, safety on, in dump barrel.

**STAGE PROCEDURE:** With long guns in dump barrels, pistol holstered (unloaded) start at the first fault line. At the signal, retrieve shotgun and engage poppers, bird flippers and KO steel. Place shotgun in dump barrel in safe condition (empty, open chamber or on safe). Retrieve rifle, engage plate rack, shooter may use any rail on gate for support. Place rifle in dump barrel in safe condition (empty, bolt open or on safe). Move to ported wall, after crossing fault line, draw pistol, load from belt and engage plate rack thru port in barricade.

**TARGETS:** 2-28 in popper, 2-42 in popper w/ bird flipper, 6 KO steel (shotgun), 5 plate rack (rifle), 5 plate rack (pistol)

**SCORED HITS:** all steel down, clay birds broke

**RULE:** Latest 3 Gun Nation

**NOTE:** Pistol not to be drawn from holster and loaded until crossing pistol fault line.

**PAR TIME:** 120 seconds

**WALK THRU:** 5 Minutes

**ROUND COUNT:** 12 shotgun, 5 rifle, 5 pistol

