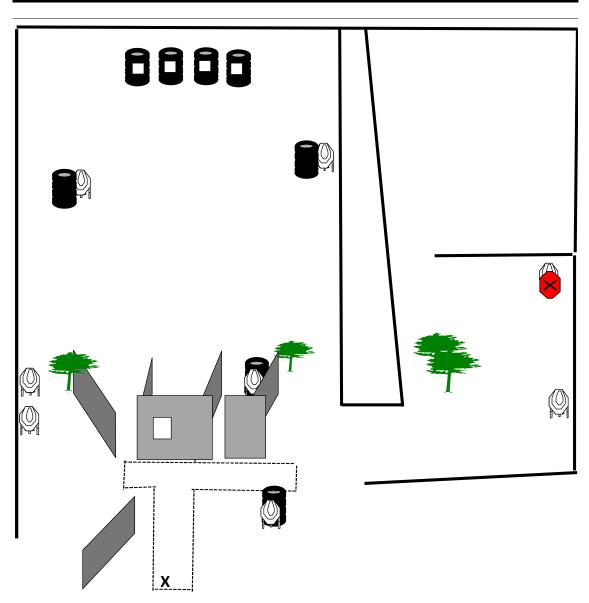


STAGE	TYPE COURSE	MIN NO OF ROUNDS	RANGE
STAGE 1	MEDIUM	20	BIANCHI COMPLEX
STAGE 2	MEDIUM	14	CAR RANGE
STAGE 3	LONG	36	FARMHOUSE
STAGE 4	MEDIUM	18	MAMBA 3 GUN RANGE
STAGE 5	LONG	24	200M RANGE
STAGE 6	SHORT	9	RIMFIRE SILHOUETTE
STAGE 7	MEDIUM	12	HANDGUN SILHOUETTE
STAGE 8	SHORT	7	BIG BORE

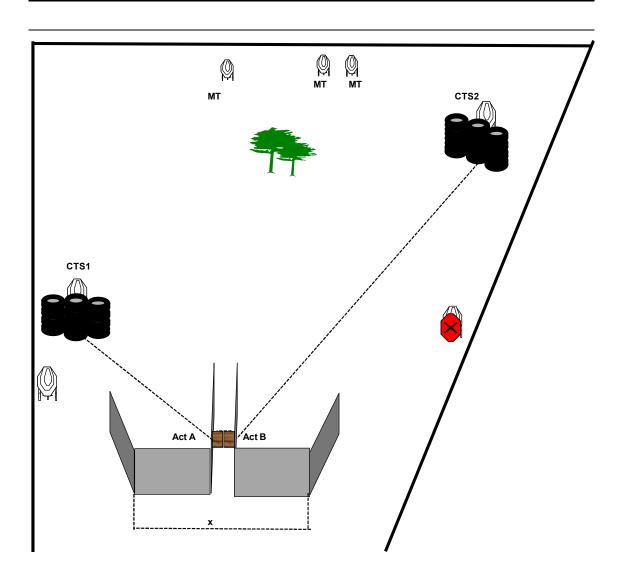
STAGE 1	BIANCHI COMPLEX	TARGETS	
TYPE OF COURSE	Medium	CLASSIC TARGET	6
MINIMUM ROUNDS	20	MINI TARGET	2
MAXIMUM POINTS	100	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	4 – 55m	PLATES	4
		NO SHOOT TARGETS	1

START POSITION	Shooter starts both heels touching at X	
RIFLE READY CONDITION	Option 1	
STAGE PROCEDURE	Engage all targets	
NOTES		



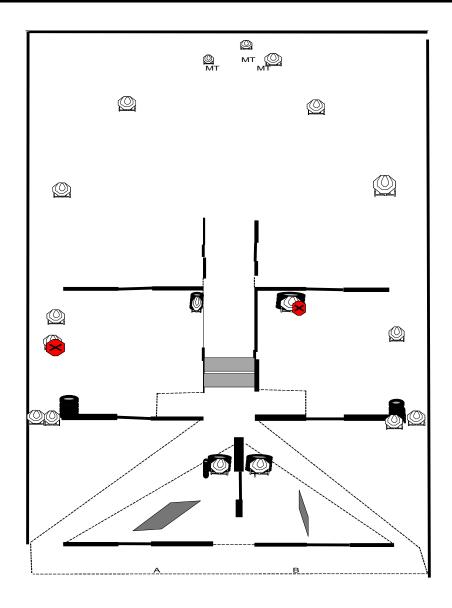
STAGE 2	CAR RANGE	TARGETS	
TYPE OF COURSE	Medium	CLASSIC TARGET	4
MINIMUM ROUNDS	14	MINI TARGET	3
MAXIMUM POINTS	70	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	4 – 55m	PLATES	
		NO SHOOT TARGETS	1

START POSITION	Shooter starts both heels touching at X	
RIFLE READY CONDITION	Option 2	
STAGE PROCEDURE	Engage all targets.	
NOTES	Act A activates swinger CTs1 and Act B activates swinger CTs2	



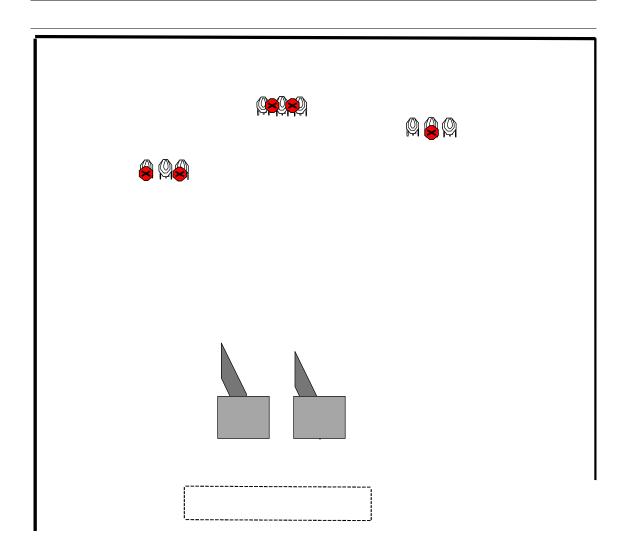
STAGE 3	FARMHOUSE	TARGETS	
TYPE OF COURSE	Long	CLASSIC TARGET	15
MINIMUM ROUNDS	36	MINI TARGET	3
MAXIMUM POINTS	180	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	5 – 45m	PLATES	
		NO SHOOT TARGETS	2

START POSITION	Shooter starts both heels touching at A or B	
RIFLE READY CONDITION	Option 1	
STAGE PROCEDURE	Engage all targets.	
NOTES		



STAGE 4	Mamba 3 Gun Range	TARGETS	
TYPE OF COURSE	Medium	CLASSIC TARGET	
MINIMUM ROUNDS	18	MINI TARGET	9
MAXIMUM POINTS	90	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	35 – 45m	PLATES	
		NO SHOOT TARGETS	6

START POSITION	Anywhere in demarcated area.	
RIFLE READY CONDITION	Option 1	
STAGE PROCEDURE	Engage all targets.	
NOTES		

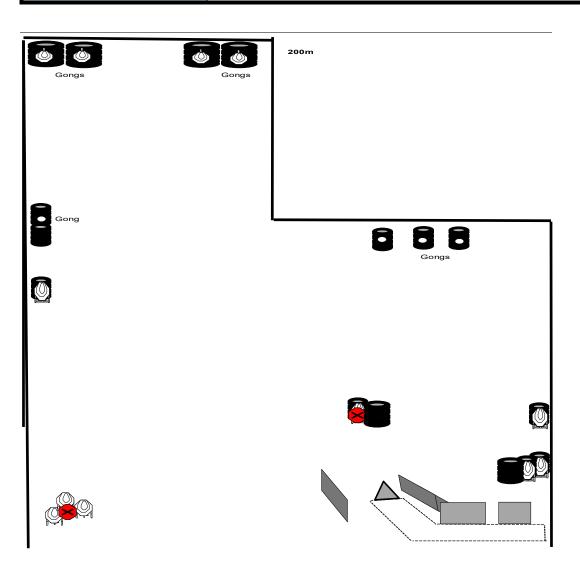


# 5

### **STAGE INFORMATION**

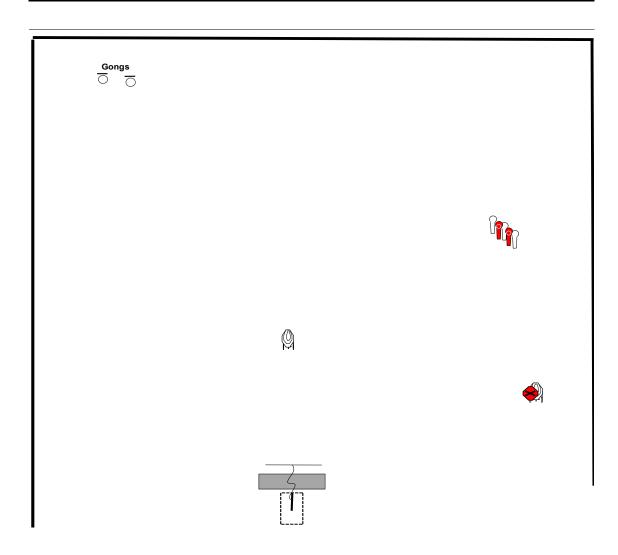
STAGE 5	200m Range	TARGETS	
TYPE OF COURSE	Long	CLASSIC TARGET	8
MINIMUM ROUNDS	24	MINI TARGET	
MAXIMUM POINTS	120	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	20 – 200m	PLATES	8
		NO SHOOT TARGETS	2

START POSITION	Anywhere in demarcated area.	
RIFLE READY CONDITION	Option 1	
STAGE PROCEDURE	Engage all targets.	
NOTES		



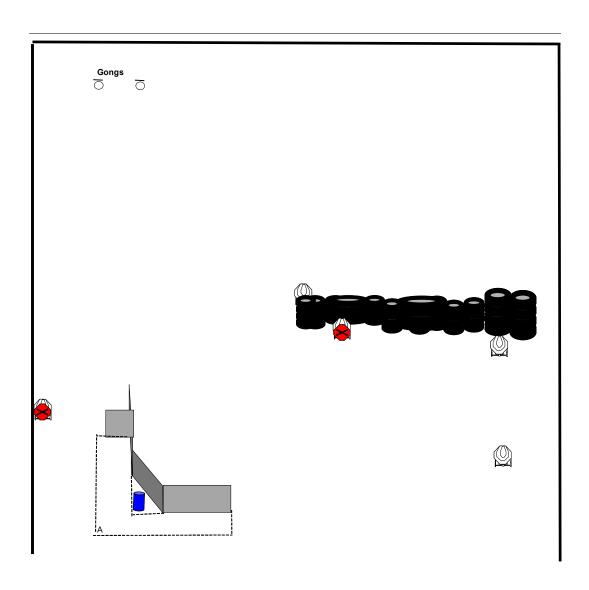
STAGE 6	Rimfire Silhouette	TARGETS	
TYPE OF COURSE	Short	CLASSIC TARGET	2
MINIMUM ROUNDS	9	MINI TARGET	
MAXIMUM POINTS	45	POPPER	
TIME STARTS	Audible	MINI POPPER	3
DISTANCES	30 – 100m	PLATES	2
		NO SHOOT TARGETS	1 + 2 No Shoot Mini
			Poppers

START POSITION	Anywhere in demarcated area.	
RIFLE READY CONDITION	Option 1	
STAGE PROCEDURE	Engage all targets.	
NOTES		



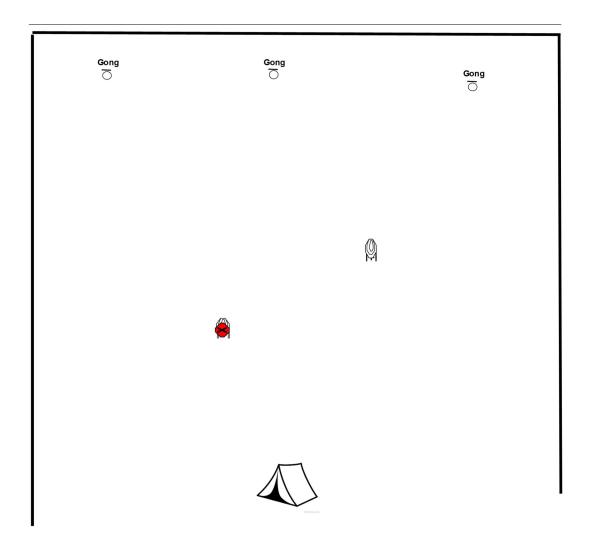
STAGE 7	Handgun Silhouette	TARGETS	
TYPE OF COURSE	Medium	CLASSIC TARGET	5
MINIMUM ROUNDS	12	MINI TARGET	
MAXIMUM POINTS	60	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	5 – 100m	PLATES	2
		NO SHOOT TARGETS	2

START POSITION	With toes of both feet touching at A.
RIFLE READY CONDITION	Option 1, Placed flat on drum.
STAGE PROCEDURE	Engage all targets.
NOTES	



STAGE 8	Big Bore Range	TARGETS	
TYPE OF COURSE	Short	CLASSIC TARGET	2
MINIMUM ROUNDS	7	MINI TARGET	
MAXIMUM POINTS	35	POPPER	
TIME STARTS	Audible	MINI POPPER	
DISTANCES	35 – 110m	PLATES	3
		NO SHOOT TARGETS	1

START POSITION	Seated in the demarcated area as demonstrated.
RIFLE READY CONDITION	Option 1, Placed in the gun case as demonstrated.
STAGE PROCEDURE	Engage all targets.
NOTES	



# PREMIER SHOOTING CLUB RANGE LAYOUT NONWA THE WARDE