

<p>Targets... 21</p> <p>Scoring... Shots unlimited (1 continuous string) Reactive Plates Must Fall To Score. The rectangle targets require 2 hits each.</p> <p>Total Rounds... 25</p>	<p>Start Position... Handgun & Rifle on barrel. Hands relaxed at sides.</p> <p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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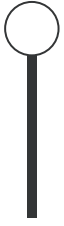
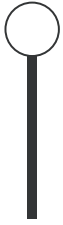
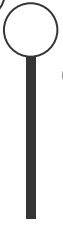
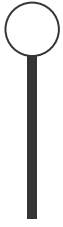
Procedure... Engage the 21 plates from a box with your choice of handgun or rifle or both.
The rectangle targets require 2 hits each.

**HANDGUN or RIFLE MUST BE ON SAFE OR AT SLIDELOCK WHEN PLACING ON BARREL!
AMMO MAY BE PLACED ON BARREL OR CARRIED IN POCKETS OR MAGAZINE HOLDERS.**

At Signal... Shooter engages plates from box in any order.

Penalties... As per Ruger Rimfire Guidelines.
NO MAXIMUM TIME.

ALL DOWN RANGE



STOP PLATE



BOX

<p>Targets... 10 plates for rifle (10 hits per string)</p> <p>Scoring... Shots unlimited, 3 strings rifle.</p> <p>Scored Rounds... 30</p>	<p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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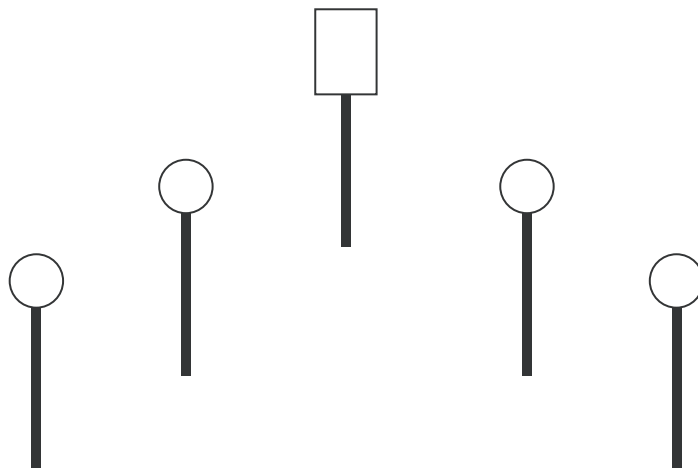
Procedure... Shooter standing in Box.

At Signal... Shooter engages plates in any order.
The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfire Guidelines.

BACKWARD

STOP PLATE



Box

Targets...5 plates.

Scoring...Shots unlimited (5 strings)
Rifle and Pistol.

Scored Rounds...50

Start Position...Standing in box.

Start Signal...Audible

Stop Signal...Last shot fired

Scored...Time + penalties

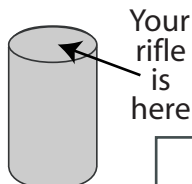
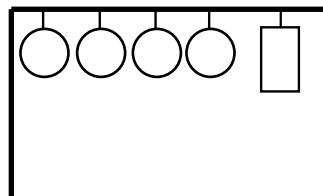
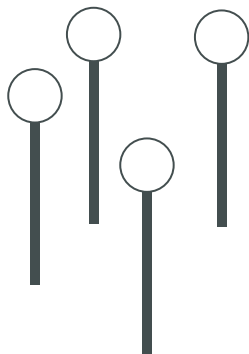
Stage Procedure...Engage the plates from box.

Keep best 4 strings.

Penalties...As per Ruger Rimfire Guidelines.

BETTER SLOW DOWN

STOP PLATE



Targets... 9 plates for pistol
10 plates for rifle.

Scoring... Shots unlimited (1 continuous string)
Reactive Plate Must Fall To Score.

Total Rounds... 19

Start Position... Low Ready with Pistol

Start Signal... Audible

Stop Signal... Last shot fired

Scored... Time + penalties

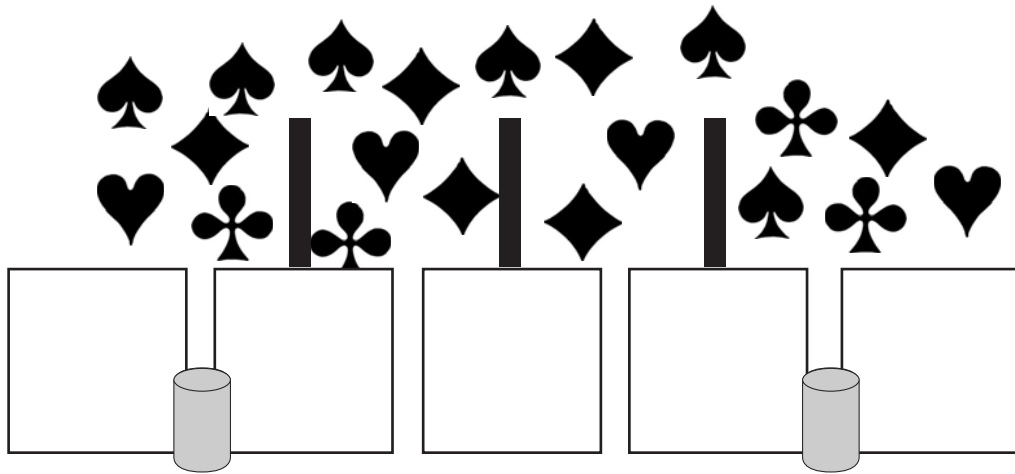
Procedure... Engage the 9 plates from a box with handgun. Place handgun on barrel, pick up rifle and engage the 9 plates again with rifle from the other box, engaging the 10th, the stop plate last.

**HANDGUN MUST BE ON SAFE OR AT SLIDELOCK WHEN PLACING ON BARREL!
AMMO MAY BE PLACED ON BARREL OR CARRIED IN POCKETS OR MAGAZINE HOLDERS.**

At Signal... Shooter engages plates in any order.
The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfire Guidelines.
NO MAXIMUM TIME.

BOX TO BOX



Targets... 20 plates.

Scoring... Shots unlimited (1 continuous string)

Scored Rounds... 20

Start Position... Standing in front of wall.
Hands relaxed at sides.

Start Signal... Audible

Stop Signal... Last shot fired

Scored... Time + penalties

Procedure... Engage plates with handgun and rifle.
Shooter has choice of which port to go to first.

**HANDGUN or RIFLE MUST BE ON SAFE OR AT SLIDELOCK WHEN PLACING ON BARREL!
AMMO MAY BE PLACED ON BARREL OR CARRIED IN POCKETS OR MAGAZINE HOLDERS.**

At Signal... Shoot them as you see them.

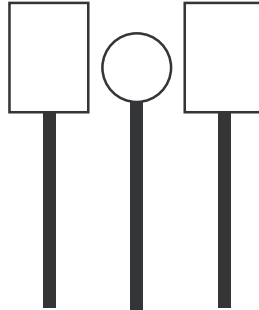
Penalties... As per Ruger Rimfire Guidelines.
NO MAXIMUM TIME.

COWBOY

DOUBLE TAP

IF YOU ARE ABLE TO SHOOT THIS STAGE
IN ONE SECOND OR LESS, YOU WILL BE
AN ELITE MEMBER OF THE "**ONE SECOND CLUB**".

STOP PLATE



BOX

Targets... 3 plates for pistol (5 hits per string)

Scoring... Shots unlimited, 5 strings pistol only

Total Rounds... 25

Start Signal... Audible

Stop Signal... Last shot fired

Scored... Time + penalties

KEEP YOUR 4 BEST STRINGS

Procedure... Shooter standing in Box.

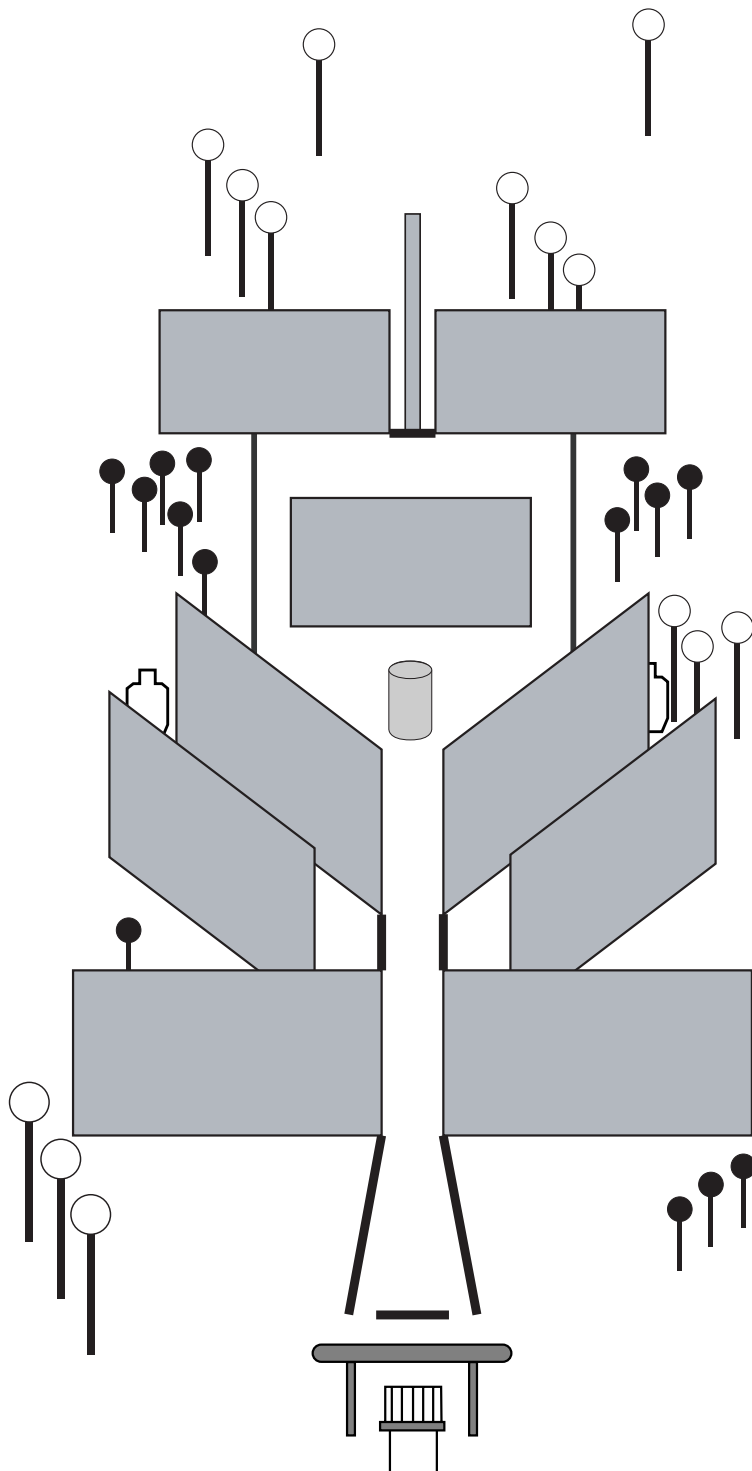
At Signal... Shooter will engage P1 and P2 with 2 rounds each.

P1 and P2 may be shot in any order.

The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfie Guidelines.

DOUBLE TAP



**RIFLE MUST BE ON SAFE OR AT SLIDELOCK WHEN PLACING ON BARREL!
 AMMO MAY BE PLACED ON BARREL OR CARRIED IN POCKETS OR MAGAZINE HOLDERS.**

Targets...14 plates, 2 IPSC plates, 14 clay targets.

Scoring...Shots unlimited (1 continuous string)
 Reactive Plates Must Fall To Score.
 IPSC Targets require 2 Rounds each.

Scored Rounds...32

Start Position...Seated in chair. Hands and rifle on table. Handgun on barrel.

Start Signal...Audible

Stop Signal...Last shot fired

Scored...Time + penalties

Stage Procedure...Shoot them as you see them. You may use Rifle & Handgun or Rifle only.

Penalties...As per Ruger Rimfire Guidelines. **NO MAXIMUM TIME.**

IPSC II



**STOP PLATE
RIFLE**



**STOP PLATE
HANDGUN**



Targets... 5 plates pistol/6 plates rifle.

Scoring... Shots unlimited, 3 strings handgun and 3 strings rifle.

Total Rounds... 33

Start Signal... Audible

Stop Signal... Last shot fired

Scored... Time + penalties

Procedure... Shooter standing in Box.

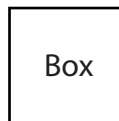
Shooter engages plates from box in any order.

At Signal... The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfire Guidelines.

LONG SHOT

STOP PLATE



Targets...8 plates.

Scoring...Shots unlimited (5 strings)
Rifle only. **Keep best 4 strings.**

Scored Rounds...40

Start Position...Standing in box.

Start Signal...Audible

Stop Signal...Last shot fired

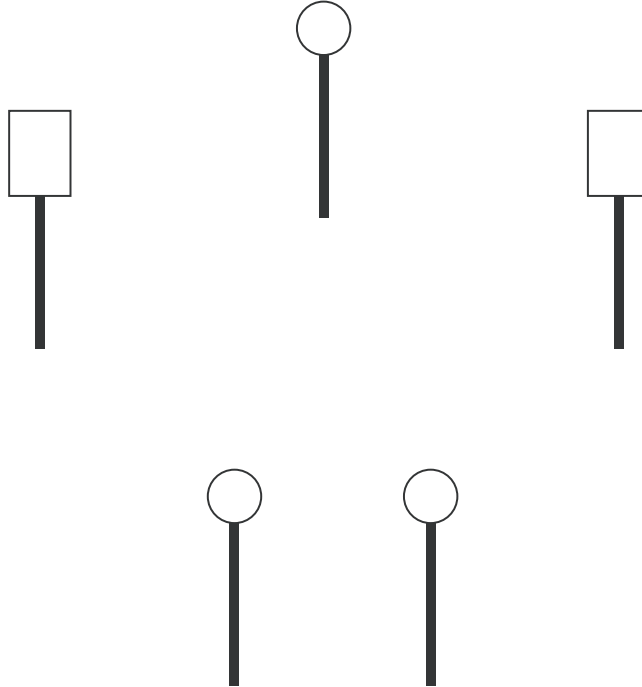
Scored...Time + penalties

Stage Procedure...Engage the plates from box.

Penalties...As per Ruger Rimfire Guidelines.
NO MAXIMUM TIME.

MOST DIFFICULT

**STOP PLATE
PISTOL**



B

A

Targets...5 plates.

Scoring...Shots unlimited (5 strings)
Pistol only. **Keep best 4 strings.**

Scored Rounds...25

Start Position...Standing in box A.

Start Signal...Audible

Stop Signal...Last shot fired

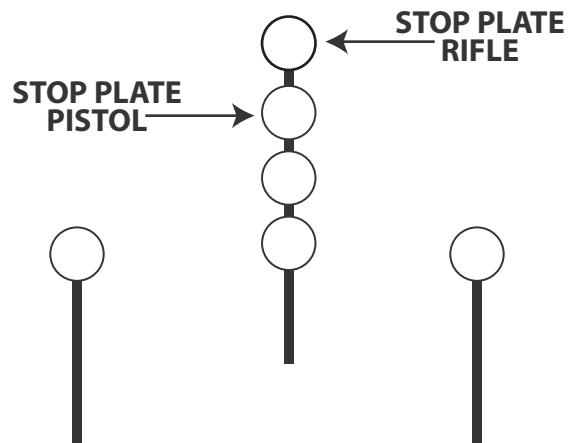
Scored...Time + penalties

Stage Procedure...Engage the plates on left from box A.

Engage the plates on right and stop plate from box B.

Penalties...As per Ruger Rimfire Guidelines.

MOVE!



Pistol
Box

Rifle
Box

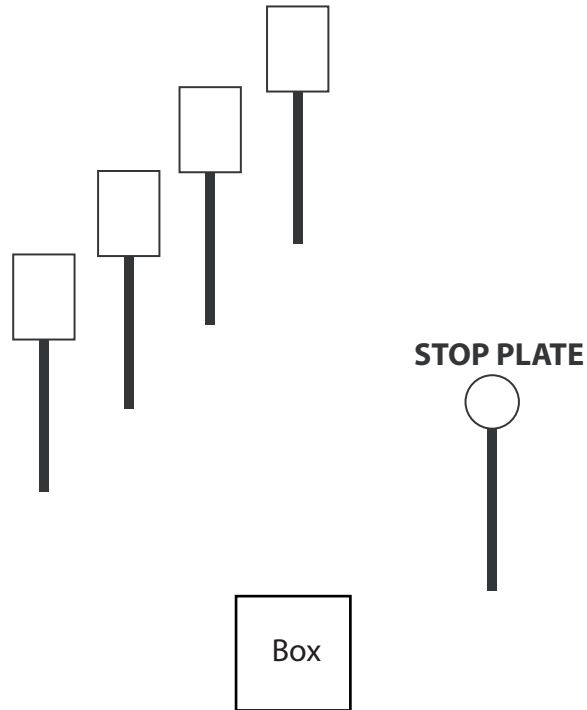
<p>Targets... 5 plates for pistol 6 plates for rifle</p> <p>Scoring... Shots unlimited, 3 strings each gun from designated box.</p> <p>Scored Rounds... 33</p>	<p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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Procedure... Shooter standing in Box.
Shooter engages plates from box in any order.

At Signal... The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfire Guidelines.

QUICKY II



Targets...5 plates.

Scoring...Shots unlimited (5 strings)
Handgun only. **Keep best 4 strings.**

Scored Rounds...25

Start Position... Standing in box.

Start Signal... Audible

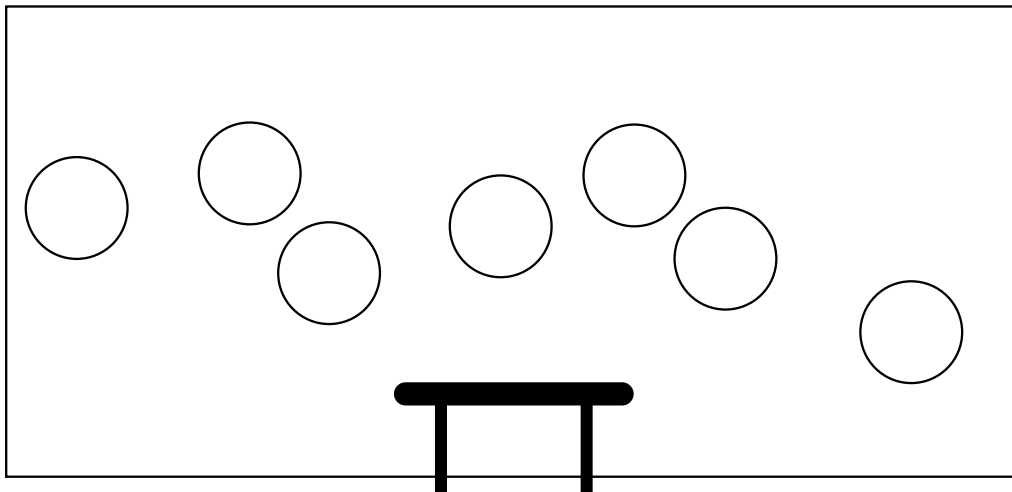
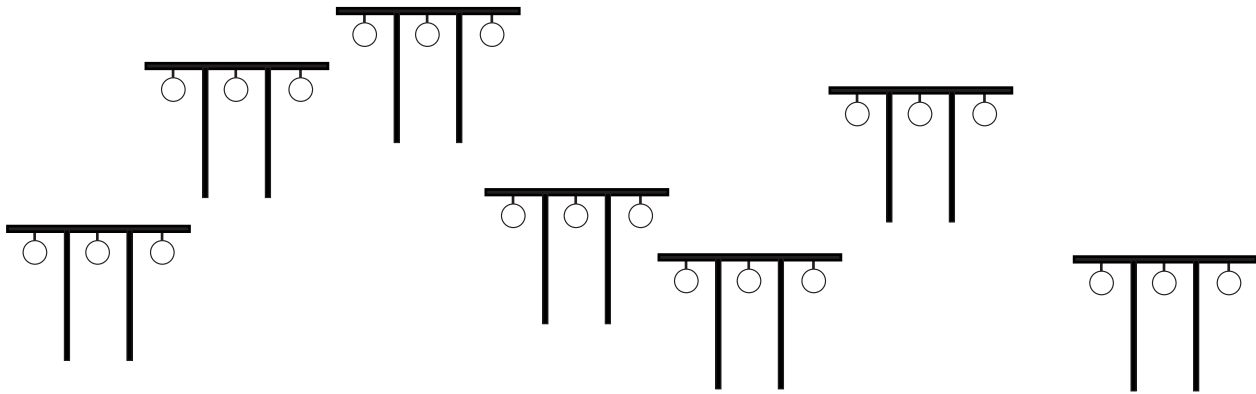
Stop Signal... Last shot fired

Scored... Time + penalties

Stage Procedure... Shooter engages plates from box in any order.
The designated Stop Plate must be engaged last.

Penalties... As per Ruger Rimfire Guidelines.

STRONG HAND



AMMO MAY BE PLACED ON TABLE OR CARRIED IN POCKETS OR MAGAZINE HOLDERS.

Targets...21 plates.

Scoring...Shots unlimited (1 continuous string)
Rifle only.

Scored Rounds...21

Start Position...Hands flat anywhere on table,
Rifle anywhere on table.

Start Signal...Audible

Stop Signal...Last shot fired

Scored...Time + penalties

Stage Procedure...Shoot them as you see them.

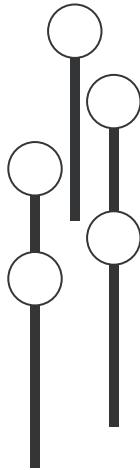
All shots must pass through a port.

Penalties...As per Ruger Rimfire Guidelines.

NO MAXIMUM TIME.

The GREAT WALL

STOP PLATE



Pistol
Box

Rifle
Box

Targets...5 plates.

Scoring...Shots unlimited (3 strings)
Rifle and Pistol from designated box.

Scored Rounds...30

Start Position...Low Ready.

Start Signal...Audible

Stop Signal...Last shot fired

Scored...Time + penalties

Stage Procedure...Engage the plates from box.

Penalties...As per Ruger Rimfire Guidelines.

ZIG ZAG