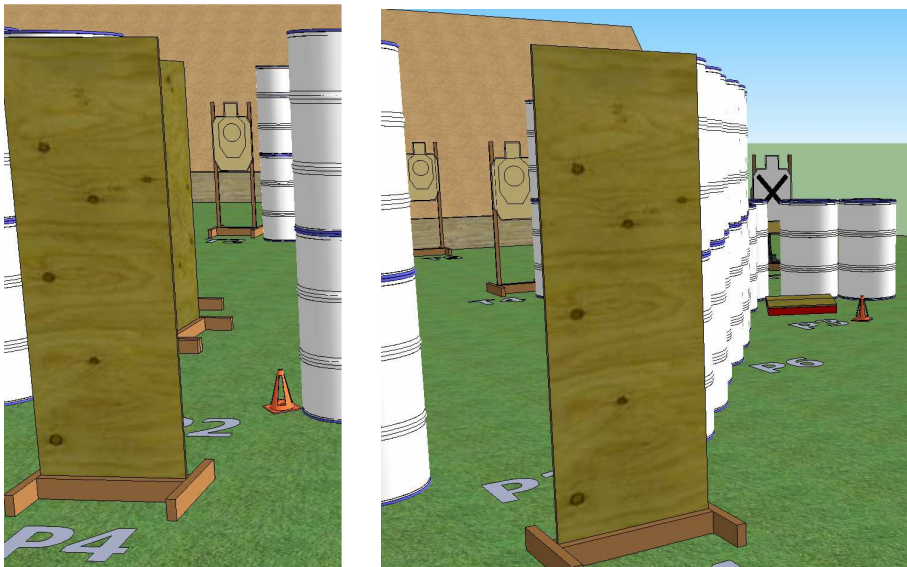


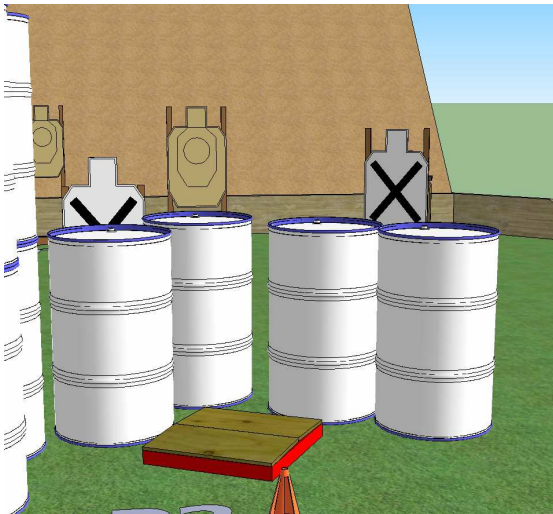
Left view shows drop turner T1 and T2 from P1.

Right view shows swinger from P4.

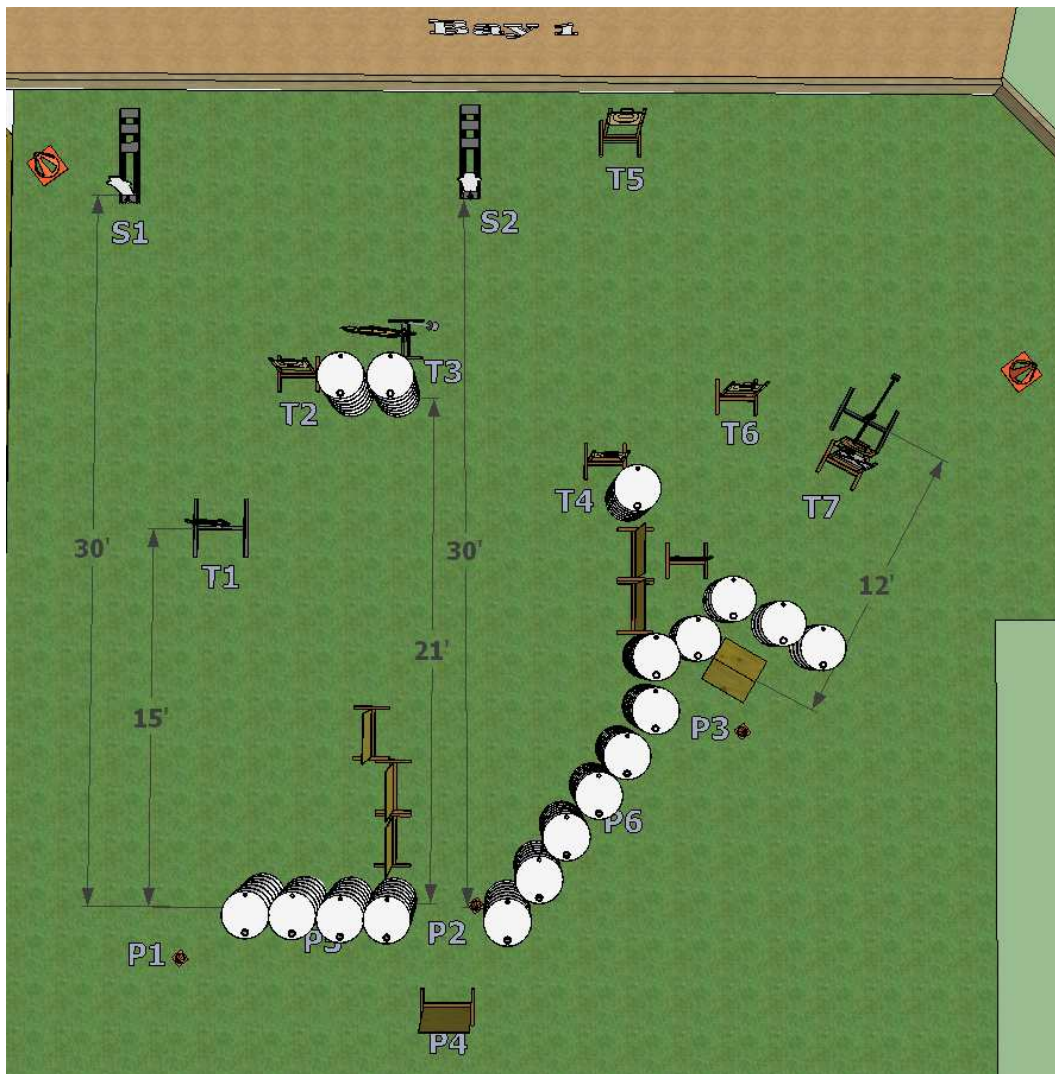


Left view shows view of T2 from right side of barrier at P4.

Right view shows view of T5 and T4 from left side of barrier at P4, and along barrels to P3.



View of T5, T6, and rising target T7 behind non-threat target, from P3.



Bay 1 Set Up Notes

This stage design must be set up in Bay 1, since the shooter will fire towards the right corner of the bay when engaging the drop turner from P3.

Stand at P1 for training with the drop turning target T1. Advanced shooters should be encouraged to engage T2 after hitting the steel popup and before the drop turner starts moving. Use the slower of our two drop turners for T1.

Stand at P2 for training with the swinger target T3. The barrier at P4 may be moved during shooter instruction and set up when ready to run the stage. Advanced shooters should be encouraged to engage T4 or T5 after hitting the steel popup and before the swinger starts moving.

Stand at P3 for training with the riser target T7. Obscure T7 with a non-threat target.

T2 should be visible from both P1 and P2.

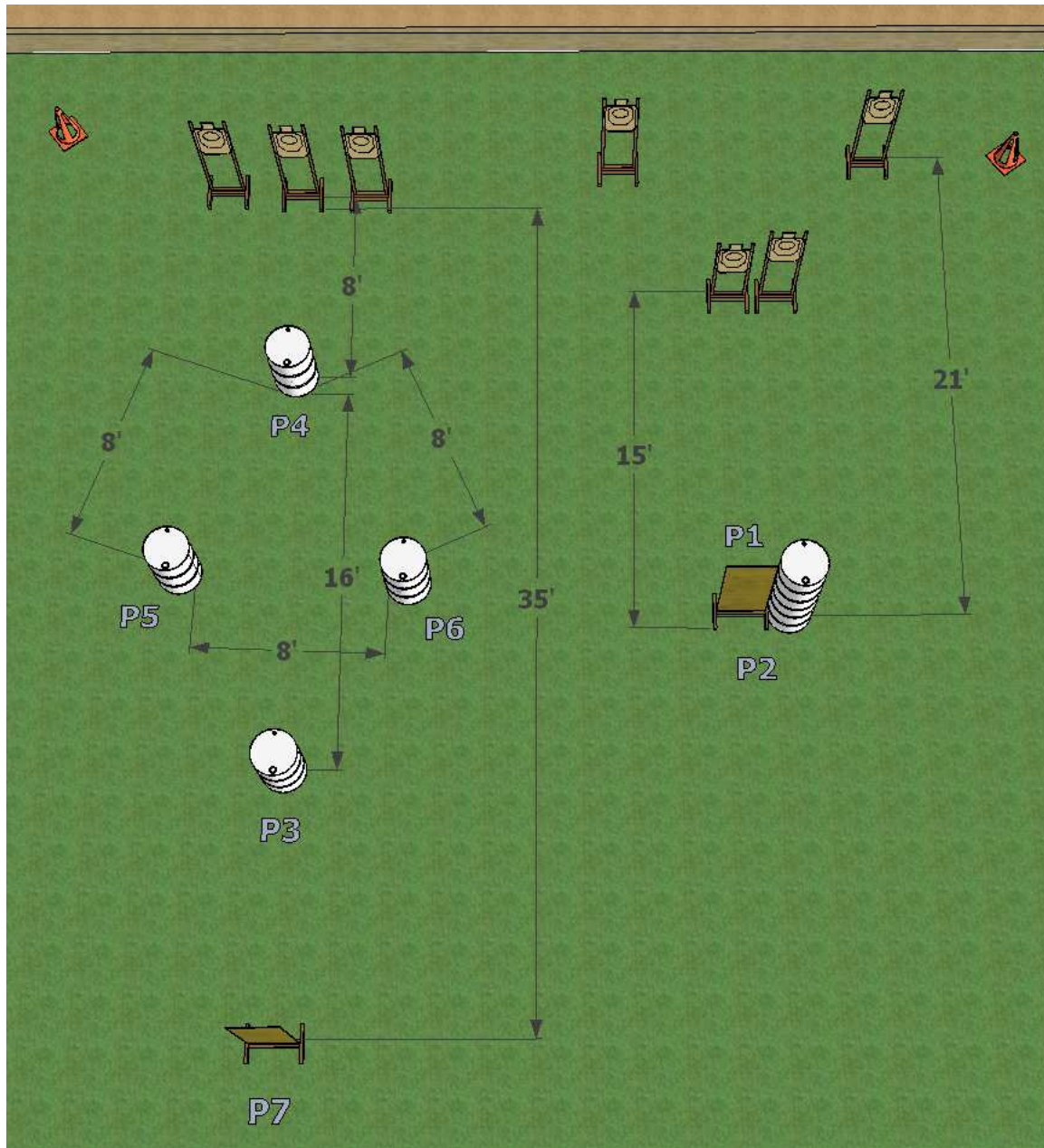
T5 should be visible from both P2 and P3.

This setup may be run as three stages, with the shooter starting at P4, P5 or P6. The stage is straight-forward when starting at P5 or P6.

It should be a challenge when starting at P4, with lots of opportunities to earn cover procedural penalties when moving from P4 to the barrels.

When running the set up as a stage, all paper targets must be engaged with a minimum of two shots each, and all steel must fall. T1 and T3 are activated by falling poppers, and T7 is activated by stepping on the pressure plate. Minimum round count is 16 for the stage.

Bay 2 - Beginner to Intermediate Shooters



This setup may be used for instruction as follows:

- Tactical priority and tactical sequence from P1.
- Slicing the pie from P2, using both sides of the barricade. Double stacked barrels and Bianchi Barricade are set up for familiarization.
- Advancing and retreating between P3 and P4.
- Lateral movement between and around the four barrels at P3 to P6.
- A mini-classifier Stage 3 at P7 and P3.

Bay 3 (not shown) is set up for Stage 1 of the Classifier