

# Stage 2 – Rifle & Pistol

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**START POSITION:** Standing in Start Area, loaded handgun in holster, rifle staged cruiser ready in dump barrel, prop rifle loaded with two rounds on target safety off.

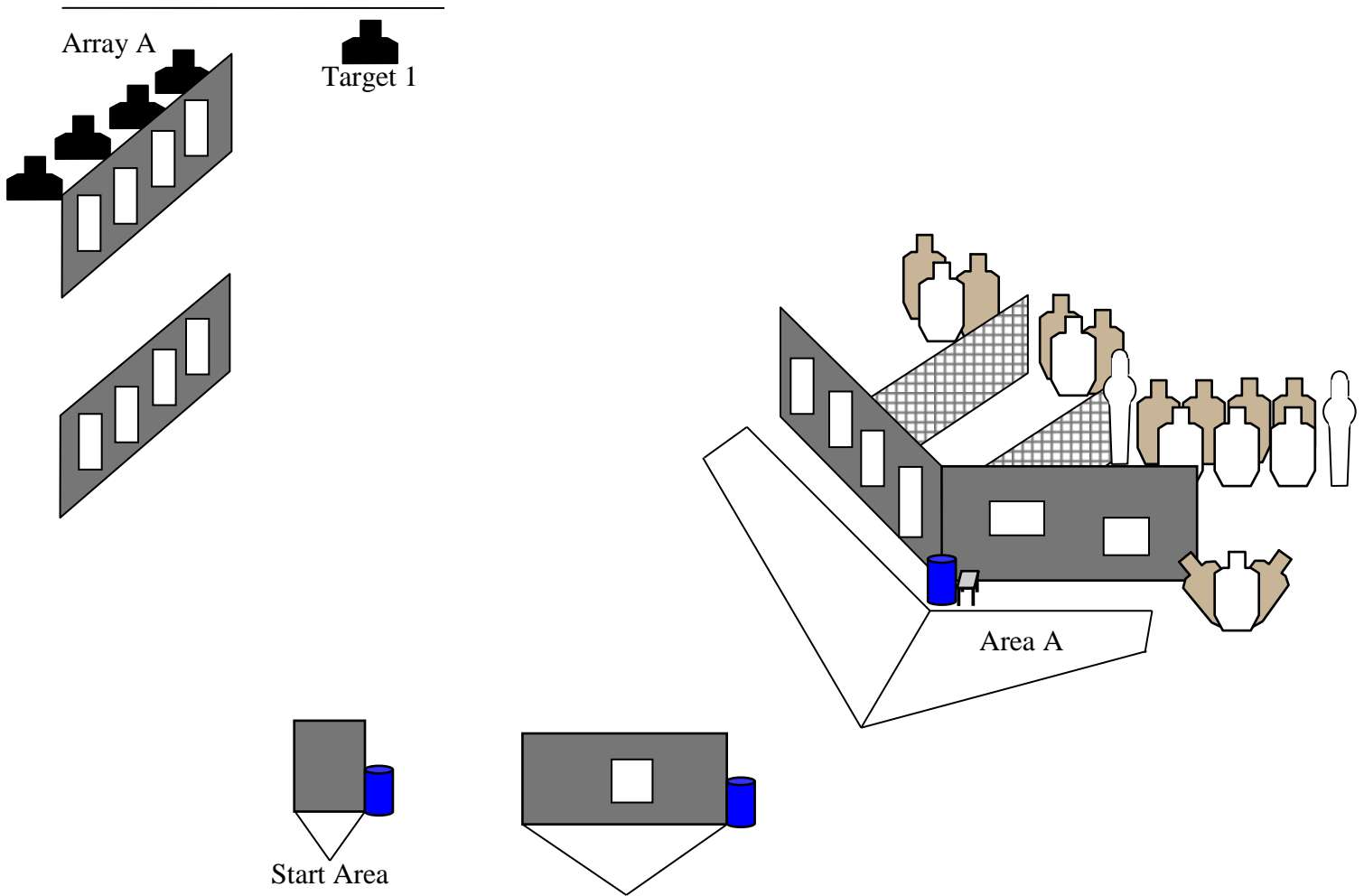
## STAGE PROCEDURE

On “threat” command engage Target 1 with 2 rounds from prop rifle then on surprise start signal engage targets from within shooting area. Static steel requires 2 hits to be neutralized. Shooter may use any combination of firearms to safely negotiate the stage. **Falling steel may not be engaged with a rifle. Array A may only be engaged with the rifle from Area A or handgun from any shooting area. Grounded weapons must be on safe or empty and pointed in safe direction. 90 second max time.**

**SCORING:** Time-plus, 40 rounds, 100 points

**TARGETS:** 9 C-Zones, 10 USPSA,  
2 Pepper Poppers

**RO Notes:** Grounded firearms must be immediately cleared and removed to safe area/rack. On deck shooter must immediately stage long gun (no sight picture) after shooter’s firearms are cleared. Paper targets may be pasted as soon as shooter moves safely beyond them. If missed Target 1 can be reengaged with shooter’s firearm from any shooting area.



## Scenario