**Stage 4 – Rifle, Pistol, & Shotgun**

**COURSE DESIGNER:** Jonathan Slayton

<table>
<thead>
<tr>
<th>START POSITION:</th>
<th>Facing downrange, heels on X’s, loaded handgun in holster, cruiser ready shotgun loaded with 6 rounds at low ready.</th>
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<tbody>
<tr>
<td><strong>STAGE PROCEDURE</strong></td>
<td>On start signal breach door with shotgun and engage targets from within shooting area. Shooter may use any combination of firearms to safely negotiate the stage. Paper may not engaged with the shotgun. All six shotgun rounds must be fired, and the shotgun may not be reloaded. <strong>Steel may not be engaged with a rifle. Grounded weapons must be on safe or empty and pointed in safe direction. 90 second max time.</strong></td>
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<td><strong>SCORING:</strong></td>
<td>Time-plus, 36 rounds, 100 points</td>
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<td><strong>TARGETS:</strong></td>
<td>11 IPSC, 6 Pistol Plate Rack, 8 Pepper Poppers</td>
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Scenario

While on patrol you respond to an active shooter in the library of an elementary school in your district. Knowing that the school’s exterior door to the library is always locked, you grab your patrol shotgun to breach the door. Hearing gunshots from inside the library as you approach, you decide to breach the door and perform a single man entry.