DISTANCE	SHOTS	
3 YARDS	6	DOUBLE TAP FROM HOLSTER STRONG HAND ONLY 3 SEC REPEAT TWO ADDITIONAL TIMES
NOTE:		GE 1 WEAPON WILL BE LOADED W/6 ROUNDS II-AUTO WILL BE LOADED 1 IN CHAMBER ZINE
5 YARDS	6	STRONG HAND ONLY AND MANDATORY RELOAD IN 14 SEC
5 YARDS	6	START FROM STAGE 3 OF DRAW OFF HAND ONLY 6 SEC

4 SEC REPEAT

12 SEC REPEAT

45 SEC

MAGAZINES WILL BE LOADED TO CAPACITY
WITH 1 MAGAZINE OF 5 ROUNDS
IT IS THE SHOOTERS RESPONSIBILITY TO MANAGE HIS AMMUNITION
NO COMMANDS WILL BE GIVEN TO RELOAD HIS OR HER WEAPON

2 ROUNDS CENTER MASS 1 ROUND TO HEAD

STANDING 3 ROUNDS & 3 ROUNDS KNEELING

STANDING 4 ROUNDS & 4 ROUNDS KNEELING

DOUBLE TAP FROM HOLSTER 3 SEC REPEAT TWO ADDITIONAL TIMES

TARGET: TQ-19

5 YARDS

7 YARDS

15 YARDS

25 YARDS

6

6

12

8

SCORING: HITS INSIDE GREY AREA OR CENTER MASS & HEAD AREA COUNT 2 POINTS AND HITS ON OTHER AREAS OF SILHOUETTE COUNT 1 POINT

UNLESS OTHER WISE NOTED STAGES WILL BE FIRED UTILIZING TWO HANDED SHOOTING POSITION