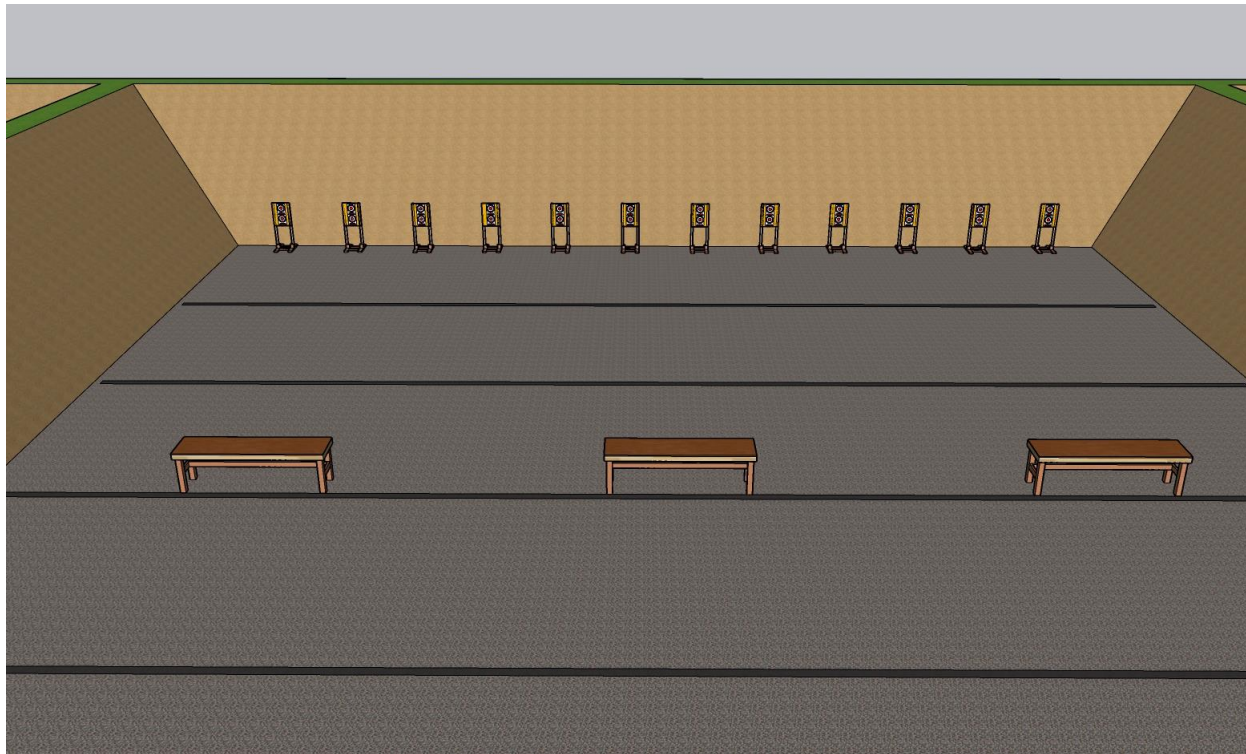


STAGE 1 – RANK

- Start Position – From the 15-yard line, the shooter will start with both feet in the shooting area at with their handgun loaded and pointed at the indicated mark. Additional ammunition may be staged on the provided table or on the competitor's body.
- Stage Procedure – There will be two (2) strings of fire with five (5) rounds fired at each string. Upon the audible start signal, the shooter will have 60 seconds to fire five rounds, unsupported, at the indicated RANK target while remaining in the designated shooting area. An audible signal will indicate when the time has elapsed. The shooter will then reload and prepare for the next string. Upon the next audible start signal, the shooter will have 10 seconds to fire five rounds, unsupported, while remaining in the designated shooting area. An audible signal will indicate when the time has elapsed.
- Ammunition - 9mm only
- Targets and Scoring – 2 RANK targets, 100 points / 10X maximum

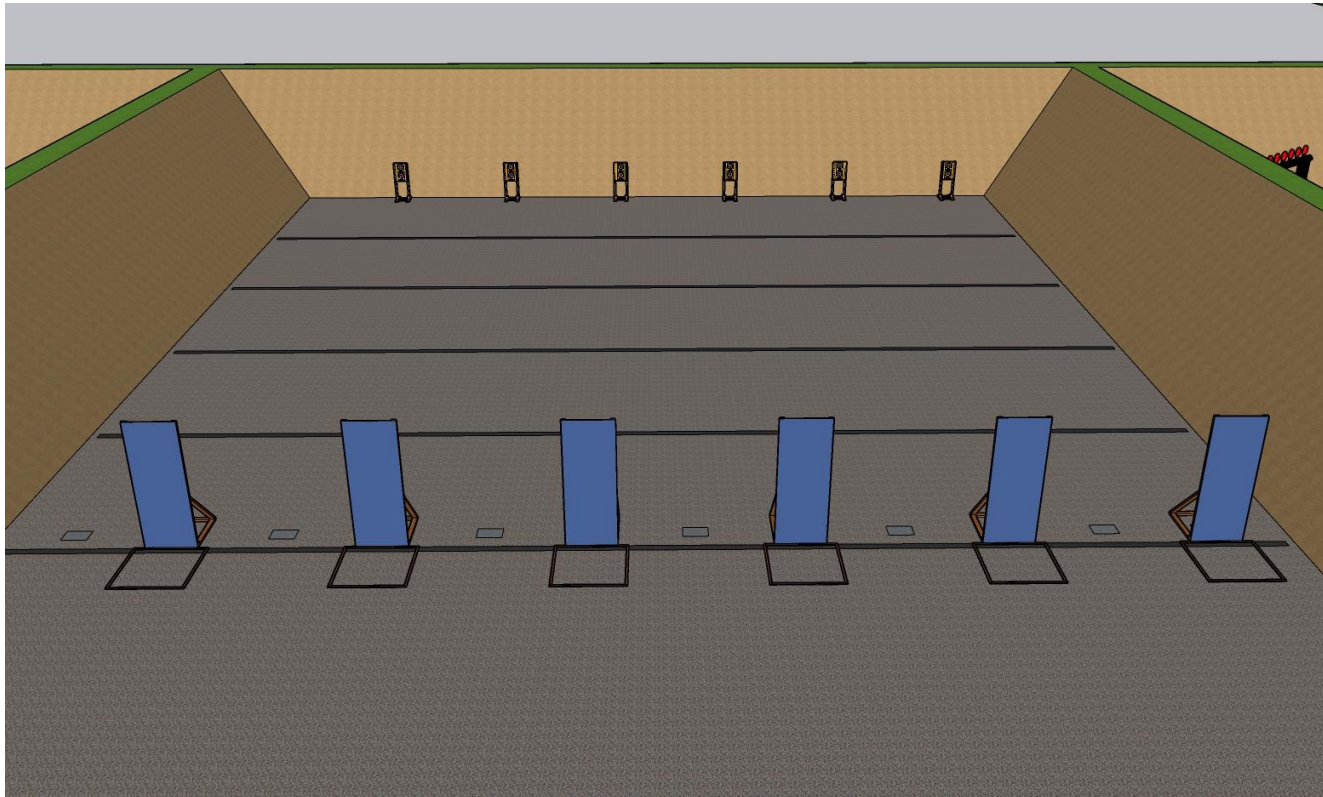
STAGE 1 – RANK



STAGE 2 – RANK PROTECTOR

- Start Position – From the 15-yard line, the shooter will start with both feet in the shooting area at with their handgun loaded and pointed at the indicated mark. Additional ammunition may be staged on the provided table or on the competitor's body.
- Stage Procedure – There will be two (2) strings of fire with five (5) rounds fired at each string. Upon the audible start signal, the shooter will have 15 seconds to fire five (5) rounds, unsupported, from the right side of the barricade while remaining in the designated shooting area. An audible signal will indicate when 15 seconds has elapsed. The shooter will then reload and prepare for the next string. Upon the next audible start signal, the shooter will have 15 seconds to fire five (5) rounds, unsupported from the left side of the barricade. An audible signal will indicate when the time has elapsed.
- Ammunition - 9mm only
- Targets and Scoring – 2 RANK targets, 100 points / 10X maximum

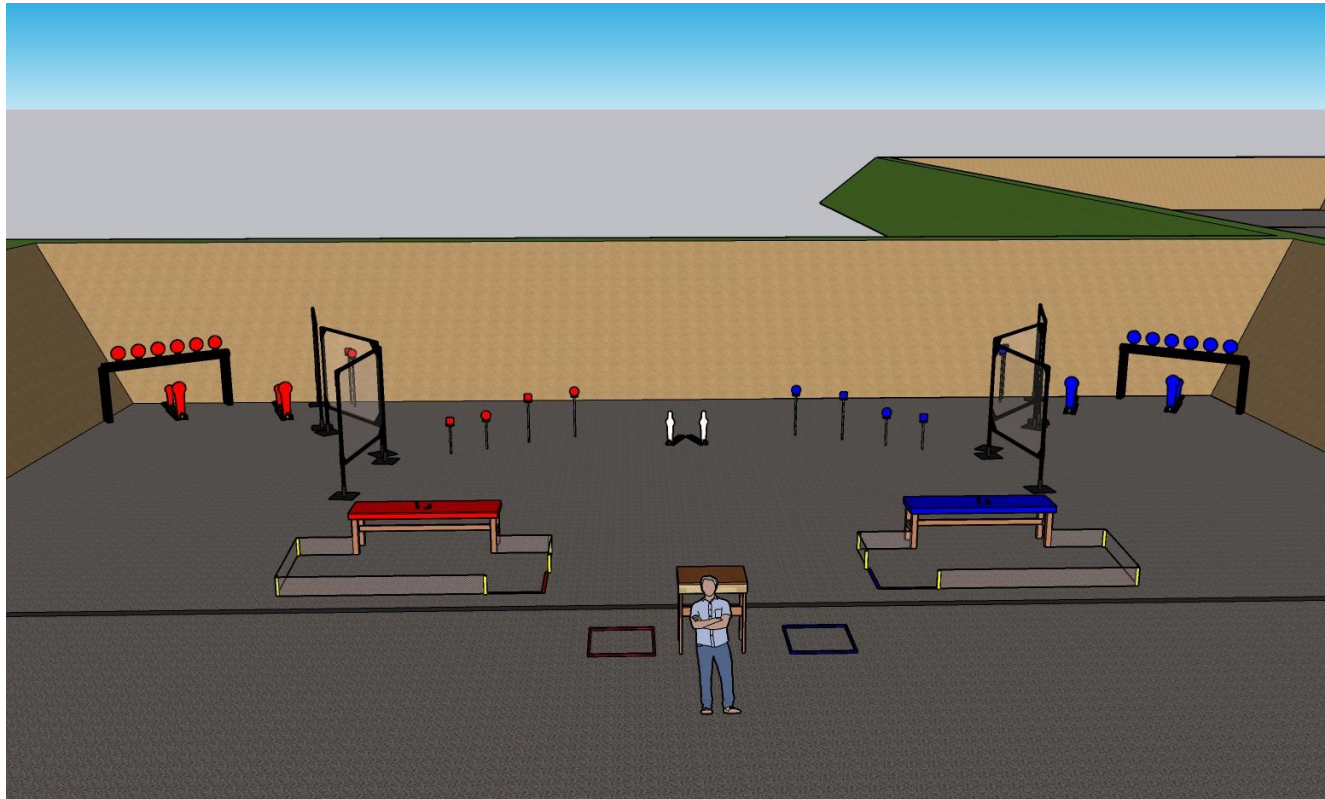
STAGE 2 – RANK PROTECTOR



STAGE 3 – RANK DUEL

- Start Position - The shooter with the higher score from Stage will be allowed to choose their side. If the shooters have the same score, their Stage 1 scores will be used as the tiebreaker. Shooters will start with both feet in the indicated shooting box. Their handgun will be loaded with a 10 round magazine inserted and 1 round in the chamber, staged on the appropriate table within the designated area.
- Additional magazines/ammunition may be stage anywhere on their designated table.
- Stage Procedure - When the shooters are in their starting positions, the Match Official will ask the left, and then the right shooter if they are ready. Any answer other than "NO" (including a lack of response), will indicate they are ready. Once both shooters indicate ready, the Match Official will give the command "STANDBY." 1.5 to 3 seconds later, an audible signal start signal will sound. Contact with ground outside the starting area after "STANDBY" and prior to the audible start signal will result in automatic loss for that shooter. After the start signal, the shooters will move to their shooting areas and engage the targets color coded to their side. All of the shooter's targets must have scoring hits or be knocked down or activated prior to the designated stop plate being knocked down. Activating the stop plate prior to this or knocking down an opponents target will result in an automatic loss. The shooter whose stop plate is on bottom at the end of firing is the winner.
- Targets and Scoring - 6 racked plates, 2 large US poppers, 2 small speed steel, 6 steel knockovers, 1 stop-plate popper. All steel must fall to score.

STAGE 3 – RANK DUEL



STAGE 4 – RANK GAUNTLET

- Start Conditions - The shooters starting side will be determined via coin toss prior to staging. The shooter calling the toss will be decided by RNG. The coin-toss winner will be allowed to choose their side. Their handgun will be loaded with a 10 round magazine inserted and 1 round in the chamber, staged on the table they choose within the designated areas. Additional magazines/ammunition may be staged anywhere on their designated tables. The shooter will start with both feet inside their assigned start box.
- Stage Procedure - When the shooters are in their starting positions, the Match Official will ask the left, and then the right shooter if they are ready. Any answer other than "NO*" (including a lack of response), will indicate they are ready. Once both shooters indicate ready, the Match Official will give the command "STANDBY." 1.5 to 3 seconds later, an audible signal start signal will sound. Contact with ground outside the starting area after "STANDBY" and prior to the audible start signal will result in automatic loss for that shooter. After the start signal, shooters will move into their shooting areas and the colored targets through the corresponding colored portals. All shots on color-coded targets must pass through the correct portal in order to score. A target activated from an incorrect position will count as a miss. The white targets must be engaged from the white shooters box. The designated stop plate must be engaged last. All of the shooter's targets must have scoring hits or be knocked down or activated prior to the designated stop plate being knocked down. Activating the stop plate prior to this or knocking down an opponent's target will result in an automatic loss. The shooter whose stop plate is on bottom at the end of firing is the winner.
- Targets and Scoring - 6 racked plates, 6 large US poppers, 8 small speed steel, 7 steel knockovers, 1 stop-plate popper. All steel must fall to score.

STAGE 4 – RANK GAUNTLET

