

**Fusilier Complex "May 2024"**

**Stage Time: 1:45**

**Stage 1: "PRRS Barricade" / 8 Rounds / Score \_\_\_\_\_**

Shooter will stage, rifle & gear in hand, mag in action open. On command the shooter will move to prop & engage the target with 2 rounds from four positions. (Timed Stage)

**Target 1 - 4" - 100 - Yards \_\_\_\_\_**

**Stage 2: "Near & Far" / 10 Rounds / Score \_\_\_\_\_**

Shooter will stage on bench, mag in action open. On command the shooter will engage the targets with 1 round each near to far & repeat for total of 10 rounds. Hit or miss move on.

**Target 1 - 5" - 100 Yards \_\_\_\_\_**

**Target 2 - 16" - 300 Yards \_\_\_\_\_**

**Stage 3: "Tire Shop" / 9 Rounds / Score \_\_\_\_\_**

Shooter will stage on prop, mag in action open. On command the shooter will engage the targets with 1 round each near to far & repeat for total of 9 rounds. Hit or miss move on.

**Target 1 - 2" - 50 Yards \_\_\_\_\_**

**Target 2 - 3" - 100 Yards \_\_\_\_\_**

**Target 3 - 6" - 150 Yards \_\_\_\_\_**

**Stage 4: "Post Top" / 9 Rounds / Score \_\_\_\_\_**

Shooter will stage on prop, mag in action open. On command the shooter will engage the target with 3 rounds from 3 positions. Hit or miss move on.

**Target 1 - 6" - 118 Yards \_\_\_\_\_**

**Stage 5: "TYL" / 10 Rounds / Score \_\_\_\_\_**

Shooter will stage, on bench, mag in action open. On command the shooter will engage the targets with 1 round each left to right. Target must be hit to advance. (Max points 8)

**Target - 40 - Yards \_\_\_\_\_**

**Stage 6: "Fight The Fire" / 10 Rounds / Score \_\_\_\_\_**

Shooter will stage on prop, mag in action open. On command, the shooter will engage the targets with 1 round each. Repeat for total of 10 rounds. Hit or miss move on.

**Target #1 - 1" & Can - 50 Yards \_\_\_\_\_**

**Target #2 - Can - 68 Yards \_\_\_\_\_**

**Target #3 - Can - 85 Yards \_\_\_\_\_**

**Target #4 - Can - 125 Yards \_\_\_\_\_**

**Stage 7: "Center Hit" / 9 Rounds / Score \_\_\_\_\_**

Shooter will stage on bench, mag in action open. On command the shooter will engage the "Red Center" on each target with 1 round each left to right. Repeat for total of 9 rounds. Hit or miss move on.

**Target 1 - 6" Bulls Eye - 80 - Yards \_\_\_\_\_**

**Stage 8: "Diamonds" / 12 Rounds / Score \_\_\_\_\_**

Shooter will stage on bench, mag in action open & on signal engage targets far to near with 2 rounds each. Repeat for total of 12 rounds. **This is a no dial stage.** Hit or miss move on.

**Target 1 - 2" - 50 Yards \_\_\_\_\_**

**Target 2 - 4" - 125 Yards \_\_\_\_\_**

**Target 3 - 6" - 175 Yards \_\_\_\_\_**

**Stage 9: "Snake Charmer" / 10 Rounds / Score \_\_\_\_\_**

Shooter will stage on prop, mag in action open. On command the shooter will engage target 1 then target 2. Repeat for total of 10 rounds. Hit or miss move on.

**Target 1 - Snake Charmer - 50 - Yards \_\_\_\_\_**

**Target 2 - 6" - 115 - Yards \_\_\_\_\_**

**Stage 10: "Hunting Blind" / 10 Rounds / Score \_\_\_\_\_**

Shooter will stage, rifle & gear in hand, mag in action open. On command the shooter will move to prop & engage the targets with 2 rounds each near to far. Repeat for total of 12 rounds. Hit or miss move on.

**Target 1 - Rabbit - 70 - Yards \_\_\_\_\_**

**Target 2 - Coyote - 120 - Yards \_\_\_\_\_**

**Target 3 - Pig - 150 - Yards \_\_\_\_\_**