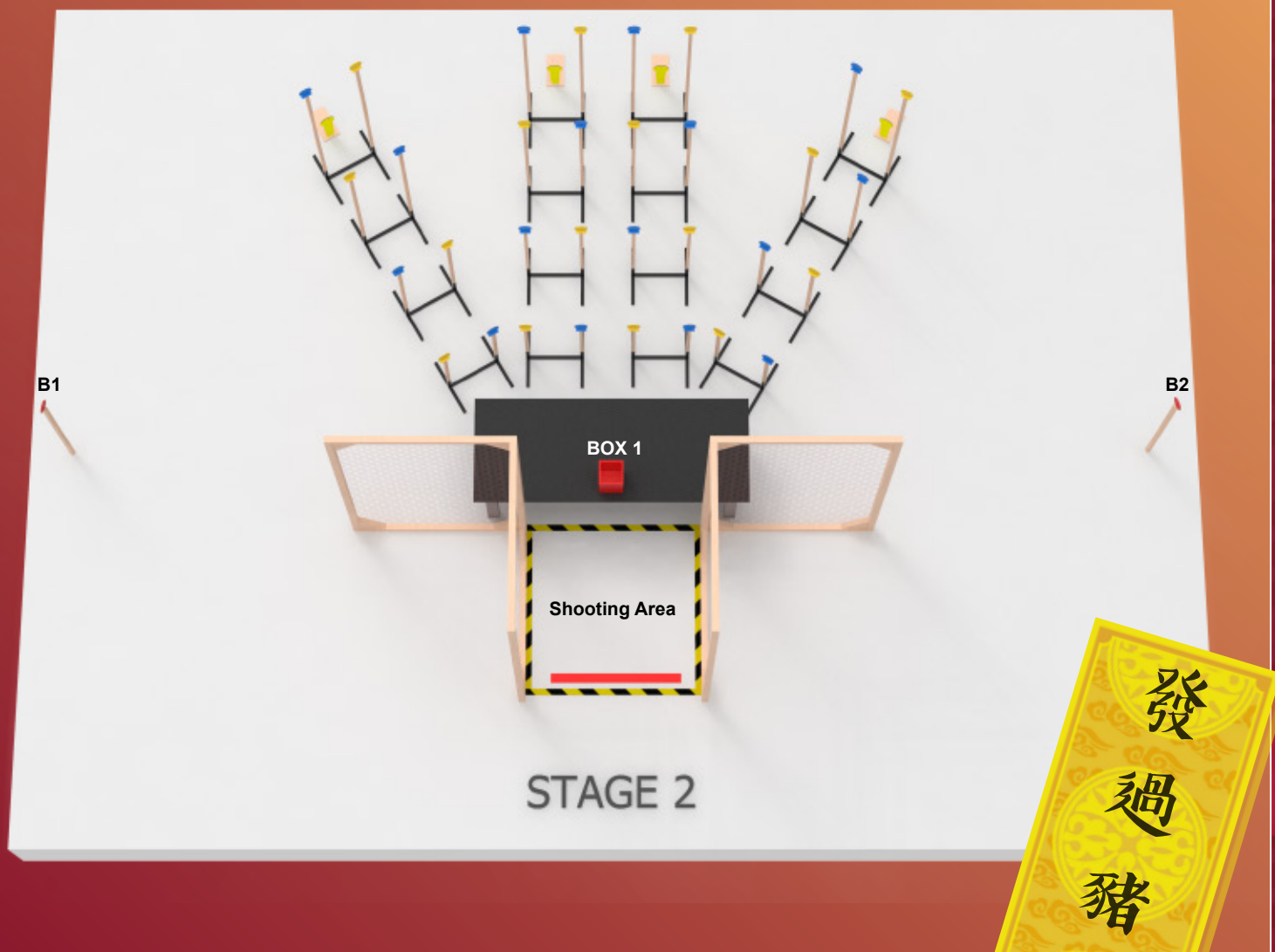


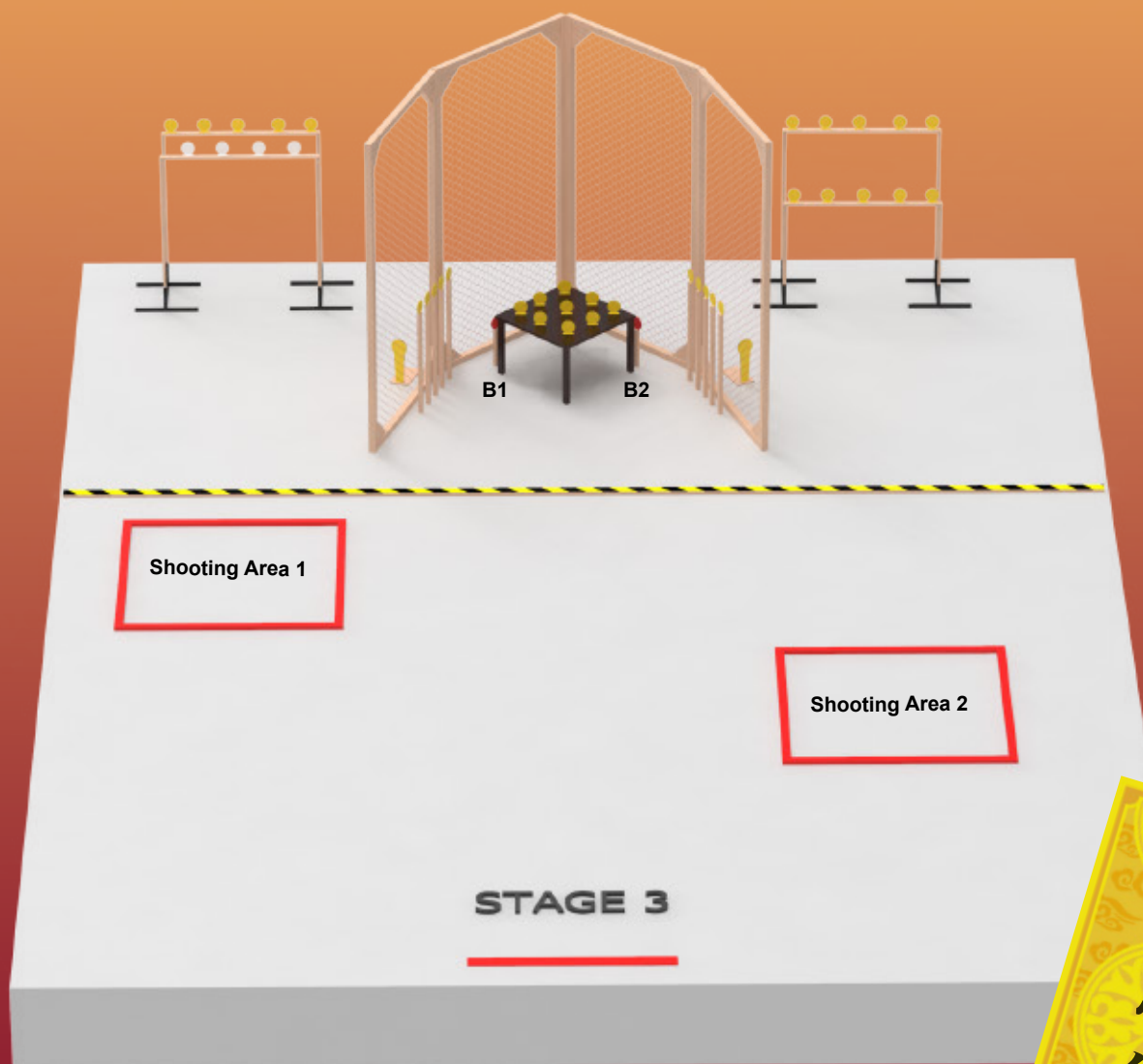
Stage / Designer	1 / Wilson Liu
Targets	28 Plates , 10 Poppers , 4 Bonus Plates
Scoring	Each Plates +1 Point Each Poppers +1 Point Each Bonus Plates + 5 Point
Number of projectiles to be scored	42 (Max Score : 58)
Gun condition	Loaded & Holstered.
Start position	Stand relaxed on marker, facing downrange.
Procedure	In between signals, engage as much targets as possible in any order within the well defined shooting area.
Other(s)	





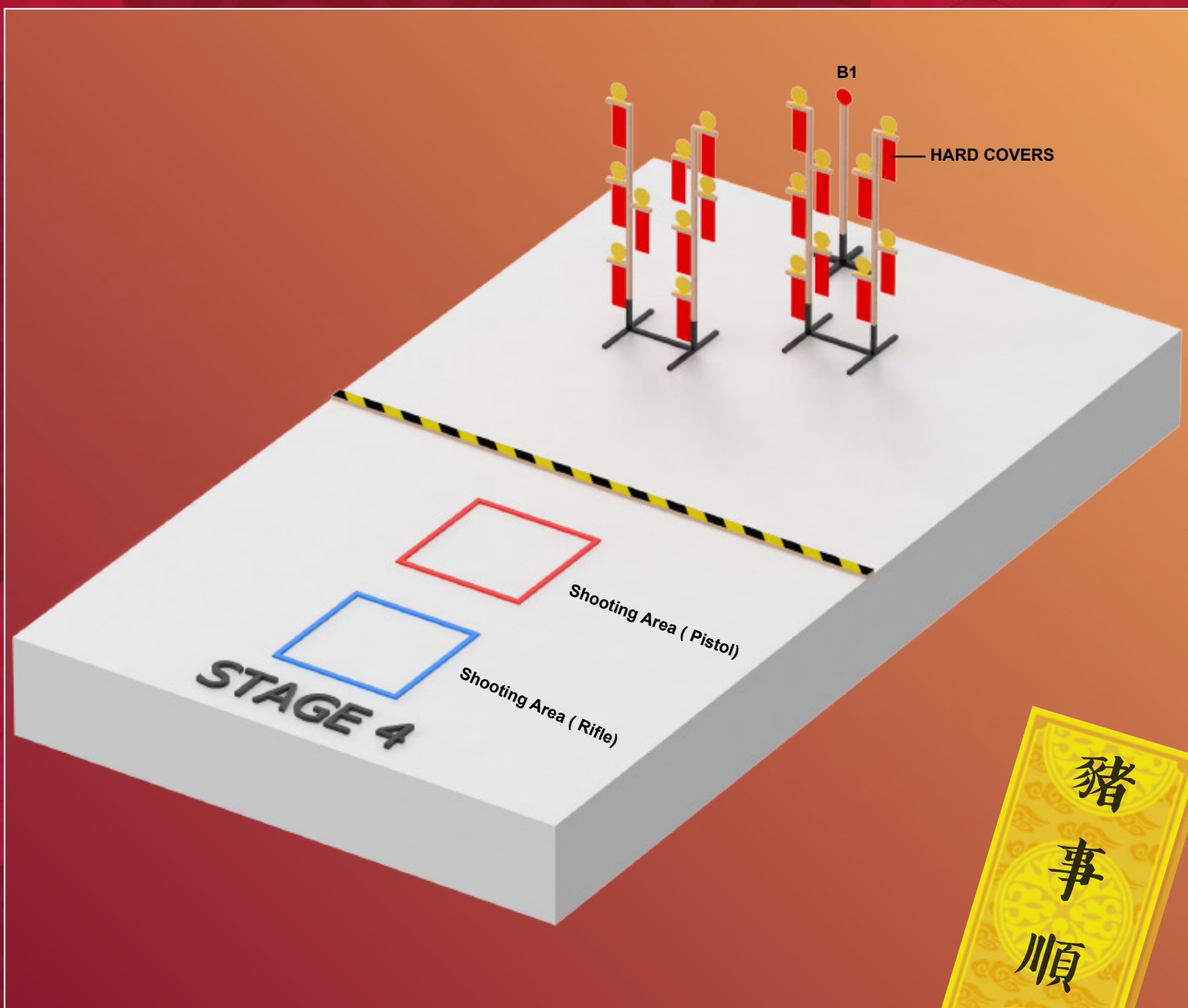
Stage / Designer	2 / Tony Chang
Targets	16 Yellow Plates ,16 Blue Plates ,4 Poppers ,2 Bonus Plates
Scoring	Each Plates +1 Point Each Poppers +1 Point Each Bonus Plates + 5 Point
Number of projectiles to be scored	38 (Max Score : 46)
Gun condition	Loaded & Holstered. All spare magazines placed in BOX 1
Start position	Stand relaxed in shooting box, facing downrange.
Procedure	In between signals, engage as much targets as possible in any order within the well defined shooting area.
Other(s)	* Blue plates will only be counted when all Yellow plates are downed if using pistol. Likewise, Yellow plates will only be counted when all Blue plates are downed if using rifle.





Stage / Designer	3 / Ritz Tseung	
Targets	34 Plates, 2 Poppers, 2 Bonus Plates, 4 No Shoot Plates	
Scoring	Each Plates +1 Point Each Poppers +1 Point Each Bonus Plates + 5 Point	Each No Shoot Plates - 2 Point
Number of projectiles to be scored	38 (Max Score : 46)	
Gun condition	Loaded & Holstered.	
Start position	Stand relaxed on marker, facing downrange.	
Procedure	In between signals, engage as much targets as possible in any order within the well defined shooting area 1 & 2.	
Other(s)	* After Start Signal, Engage all Targets when visible from within the shooting area. Can change the shooting area 1 or 2 in between signals. * NO SCORE will be recorded if step out of the shooting area 1 & 2.	





Stage / Designer	4 / Owen Lam
Targets	18 Plates, 1 Bonus Plate
Scoring	Each Plates +1 Point Each Poppers +1 Point Each Bonus Plates + 5 Point
Number of projectiles to be scored	19 (Max Score : 23)
Gun condition	Loaded & Holstered.
Start position	Stand anywhere within the shooting area, facing downrange.
Procedure	In between signals, engage as much targets as possible in any order within the well defined shooting area.
Other(s)	





Stage / Designer	5 / Ritz Tseung
Targets	18 Plates, 5 Poppers ,1 Bonus Plate
Scoring	Each Plates +1 Point Each Poppers +1 Point Each Bonus Plates + 5 Point
Number of projectiles to be scored	24 (Max Score : 28)
Gun condition	Gun Empty and chamber Empty. Gun holstered.
Start position	Stand relaxed on marker, facing downrange.
Procedure	In between signals, engage as much targets as possible in any order within the well defined shooting area.
Other(s)	* Door 1 must be open by weak hand only, if forget will be - 5 Point. * Swinging Target B1 is activated by pulling GAS 1. If forget to activate and engage B1 will be - 5 Point per shot fired.

