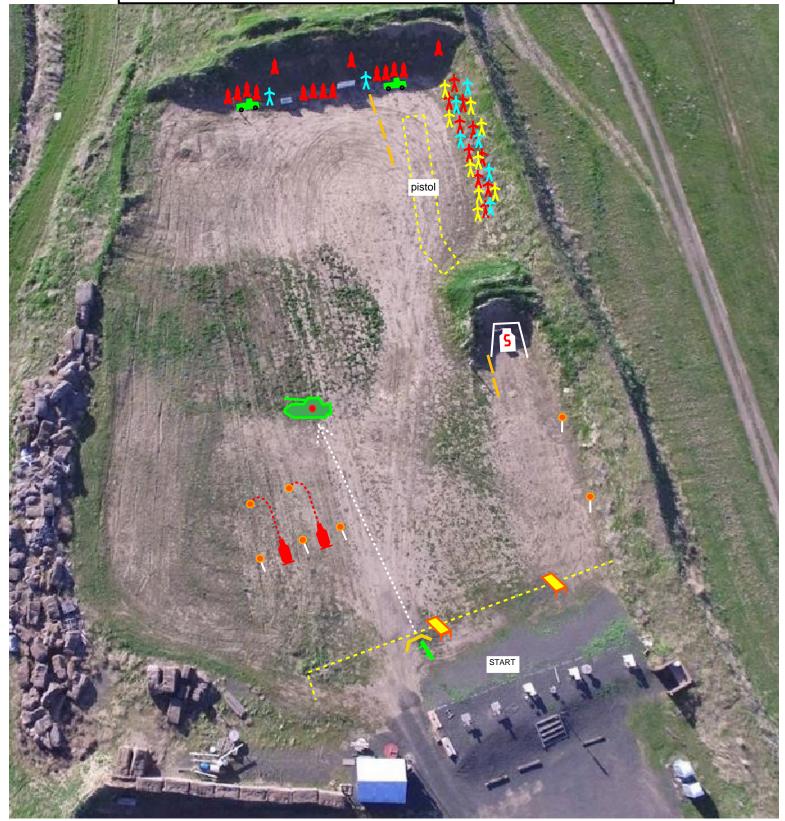
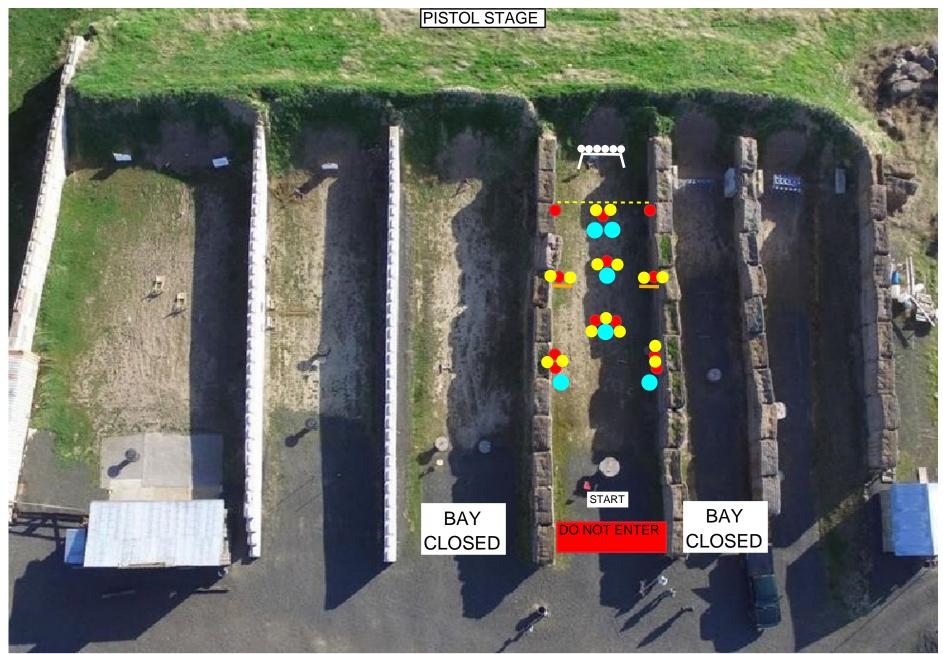
MAIN ACTION STAGE - RIFLE, PISTOL, SHOTGUN, ANTI-TANK WEAPON



## Commies & Ukranians 2022

The starting position will be with one fully loaded weapon of choice in hand standing fully within the "START" box. The other weapons will be "cruiser ready" in either the staging boxes or in the holster and the anti-tank weapon will be loaded with one round staged in the bunker. Upon the start signal move to the firing position of your choice and engage the targets as visible. The rifle targets will consist of 15 red missiles near the far berm. The pistol targets will consist of numerous red steel "Commie" silhouettes. The shotgun will consist of approximately five clay pigeons on stands, two poppers and a slug silhouette. The tank must be shot with the anti-tank weapon from the bunker. All blue and yellow targets are friendlies and are not to be shot.



This stage will be blocked off and shot with no walk through. Please do not walk the stage before you shoot it and please do not discuss the stage with others until everyone has shot it. Ideally everyone would have to figure out how many bad guys there are and where they are located on the fly.

The starting position will be standing fully within the "START" box with a holstered "cruiser ready" pistol. Upon the start signal move up the pistol bay neutralizing the bad guy pictures then finish with the plate rack at the far end of the bay. There will be only two types of targets: paper pictures of historically bad guys attached to cardboard or plywood backing and one six disc plate rack. Each bad guy picture must have either one "A" zone hit or two hits anywhere else on the bad guy picture. The edge of a bullet hole that <u>breaks</u> the "A" zone line will be considered an "A" zone hit. Non-bad guys are friendlies and are not to be shot.