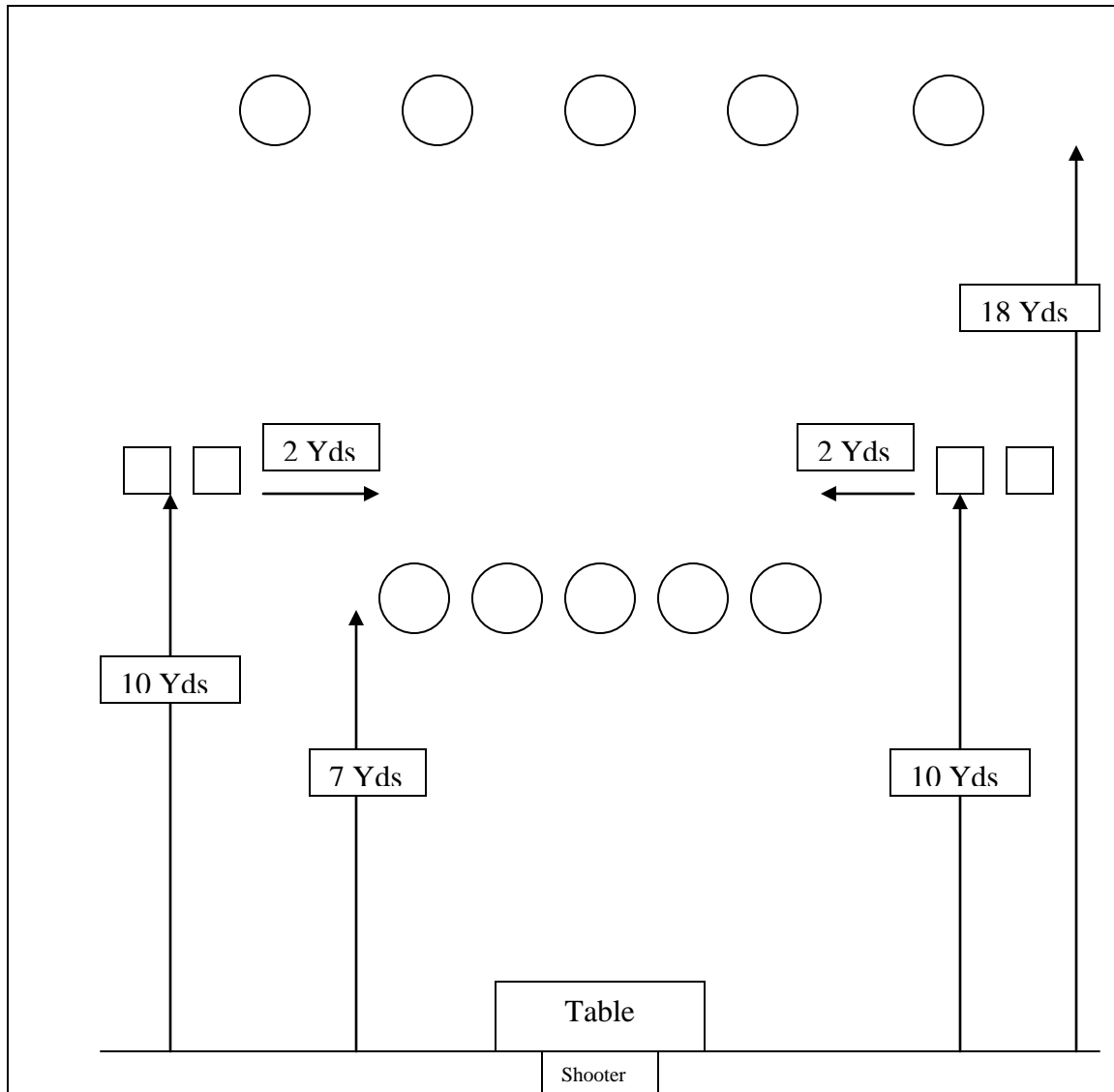


**Standard WR Stage: Required minimums: 10 pistol, 10 rifle, 4 shotgun**



**Stage Layout: (all distances measured from a line parallel to the firing line and even with the back of the table)**

**Pistol:**

Maximum of 16 inch squares. Targets may be smaller.

Pistol targets separated by 1 *foot* between them (measured between nearest edges).

Distance from firing line, 7 yards.

Targets must be at same height, minimum of target bottom at 18 inches high.

**Rifle:**

Maximum of 16 inch squares. Targets may be smaller.

Rifle targets separated by 1 *yard* between them (measured between nearest edges).

Distance from firing line, 18 yards.

Targets must be at same height, minimum of target bottom at 30 inches high.

**Shotgun:**

Targets must sit on the ground and be knock-over types. Target area must not be larger than 12 inch squares.

Targets at 10 yards from firing line (measured on a perpendicular).

Targets will be separated by 1 *foot* measured between nearest edges.

Rightmost target of the 2 targets on the left will be offset from left pistol target by 2 yards.

Leftmost target of the 2 targets on the right will be offset from the right pistol target by 2 yards.

**Procedure:**

Timer must be visible in frame. Stage must be visible in frame. Shooter must be visible in frame. Camera will likely have to be behind and to one side of the shooter. Shooter must remain behind table for the stage run. The status of the shotgun targets, both before and after the run must be in the video stream. The entire duration of run must be visible in the video stream, including starting position. The timer screen must be visible for the last shot of the stage, and the timer must update for the last shot.

Note: The screen need not show a full count of 24 shots, it only needs to show the last shot.

See Below for examples of camera and timer layout.

Rifle will be staged on table, action closed, hammer down on empty chamber (not on half-cock), loaded with 10 rounds.

Shotgun will be staged on table, action open and empty, all shells to come from shooters person.

Pistols will be loaded with 5 rounds each, hammers down on the empty chamber (not on half-cock or safety notch), holstered.

Shooter will start at low surrender (wrists above respective shoulders and visible from behind). Shooter will be positioned at the middle point of the stage, centered behind the table, and will remain in place for the stage run (stand and deliver stage). At the buzzer:

With pistols, engage each pistol targets with 2 shots each. Holster as needed.

With rifle, engage each rifle targets with 2 shots each. Rifle must go back to table, action open and clear.

With shotgun, knock over 4 targets, a minimum of 4 shots must be fired.

**Filming:**

Filming the run properly is very important. The shooter, timer, and all 14 targets must be in view for the entire run. Sensitivity on the timer should be adjusted so that it will pick up all the shots from it's fixed location. Observers should be out of the frame as much as possible so that only the shooter, targets, and timer is visible. Only what is seen on the video will be taken into account for approval. The filming needs to obviously show both: 24 hits, and the timer's accuracy.

Please see the next page for suggested camera and timer setup,

**This layout ensures that the camera is kept steady throughout the entire run and that the timer is kept in the frame for the entire run.**



**From this angle the shooter, the timer, and all 14 targets can be seen.**

