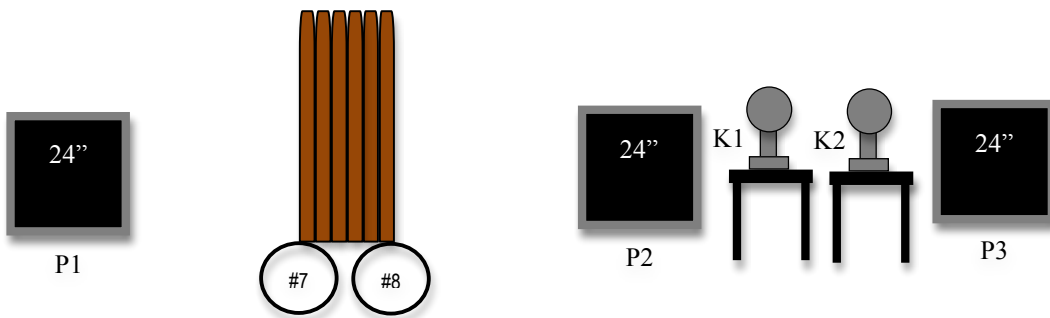
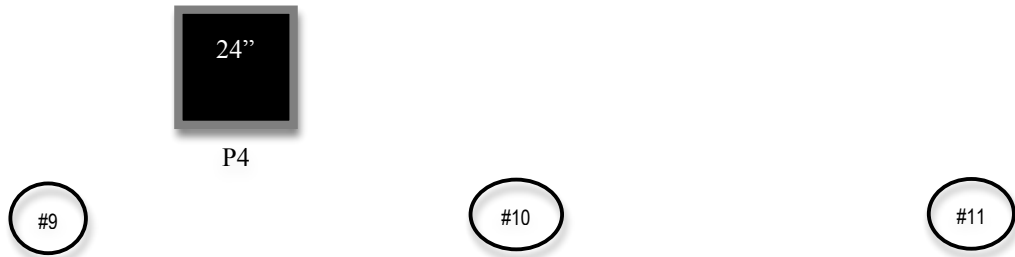
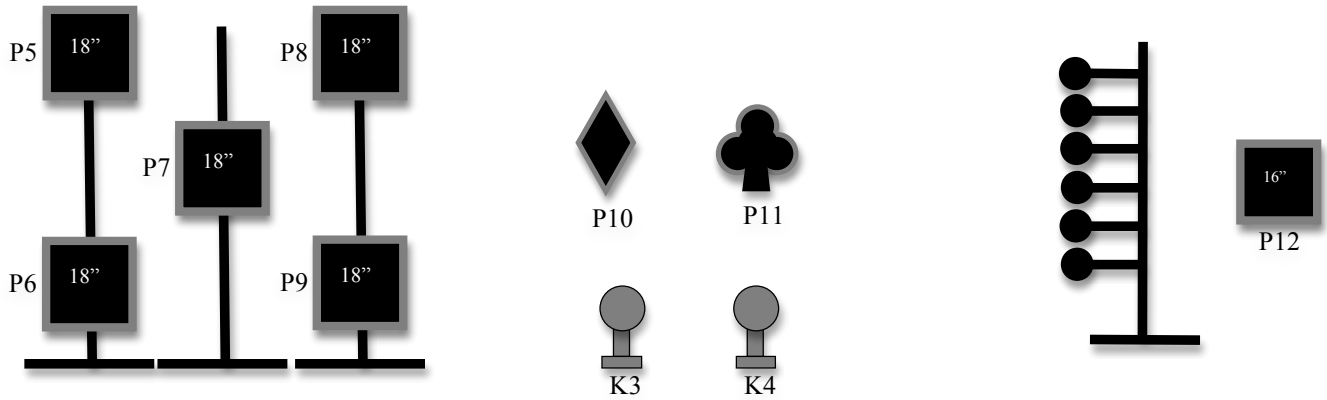


**West Point Gun Club's  
Double Action Match  
Tuesday - December 13<sup>th</sup>, 2012  
(Bay #2)**



**West Point Gun Club's**  
**Double Action Match**  
**Tuesday – December 13<sup>th</sup>, 2012**

**Stage 1:** Shooter starts at the middle of positions #1 and #2 and when ready says "Ready". At the beep, from concealment, move to either position #1 or #2, double tap P1, move to opposite position, double tap P1, and then move to opposite position, double tap P1. Move to position #7 or #8, from concealment, double tap P4, move to opposite position, double tap P4, and then move to opposite position, double tap P4. Move to position #9. Starting on any corner, engage targets in a double tap diagonal sweep, for example (P5, P5, P7, P7, P9, P9). Starting on any other corner, engage targets in a double tap diagonal sweep. **Show Clear.**

**Stage 2:** Shooter starts at position #1 and when ready says "Ready". At the beep engage P1 with one round then move to position #2 and engage P1 with one round. Move to position #3 and between positions #2 and #3 safely engage P2 with one round. Move to position #4 and between positions #4 and #5 engage the K1 and K2 knockdowns. Move to position #6 and before taking more than 1 step safely engage P3 with one round. Move to position #11. Engage the dueling tree for 12 rounds and then dump all remaining rounds on the P12 dump target. Misses do not count on dueling tree until end of stage but do count on dump target. Move to position #9. Single tap the four corners and double tap the middle target in any order. **Show Clear.**

**Stage 3:** Shooter starts at either position #4 or #5 and when ready says "Ready". At the beep, from concealment, in any order: engage P2 with 2 rounds, P3 with 2 rounds and knockdown K1 and K2. Move to either position #7 or #8. From concealment with one hand engage P4 for 3 rounds, then move to the opposite position and with opposite hand engage P4 for 3 rounds. Move to position #10. Engage the targets in the following order: P10, P11, K4, K3, P10, P11. Move to position #9. Starting on any corner, engage the 4 corners in a clockwise sequence for 6 rounds, for example (P5, P8, P9, P6, P5, P8). **Show Clear.**

**Stage 4:** Shooter starts at position #5 and when ready says "Ready". At the beep, from concealment engage the following targets: (P2, K1, P2), move to position #4, from concealment engage the following targets: (P3, K2, P3). Move to either position #7 or #8, from concealment engage P4 with 1 round, move to opposite position, engage P4 with 2 rounds, move to opposite position and engage P4 with 3 rounds. Move to position #9. Engage the following targets: (P5, P7, P7, P9, P9, P9) and then engage the following targets: (P8, P7, P7, P6, P6, P6). **Show Clear.**

**Stage 5:** Shooter starts at position #6 and when ready says "Ready". At the beep, from concealment, triple tap P3, move to position #5, from concealment triple tap P3, move to position #4, from concealment triple tap P2, move to position #3, and from concealment triple tap P2. Move to position #1 or #2 and from concealment triple tap P1. Move to position #7 or #8 and from concealment triple tap P4. Move to position #9 and then alternate 6 rounds between any two of the corner targets. **Show Clear.**

**Stage 6:** Shooter starts at position #9 and when ready says "Ready". At the beep, single tap the (P5, P6, P7, P8, P9) targets in any order. Then place the 6<sup>th</sup> round on the first target engaged. Move to position #10 and double tap the (P10, P11) targets and knockdown the K3 and K4 targets, in any order. Move to position #11. With the remaining 12 rounds engage the 6 plates on the dueling tree and dump any remaining rounds on the P12 dump target. Misses do not count on dueling tree until end of stage but do count on dump target. **Show Clear.**