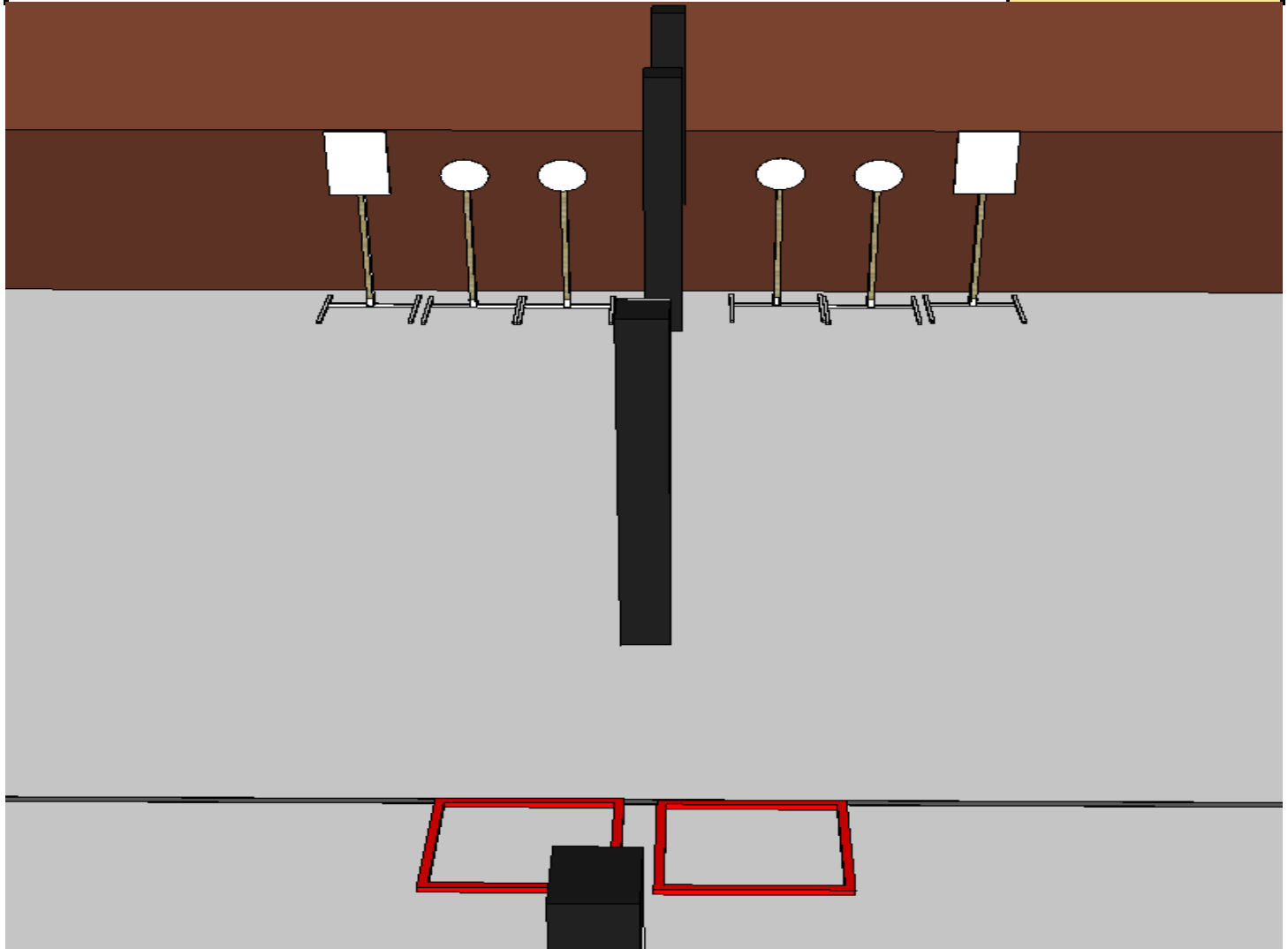


Dallas Action Pistol Shooters

Stage 1

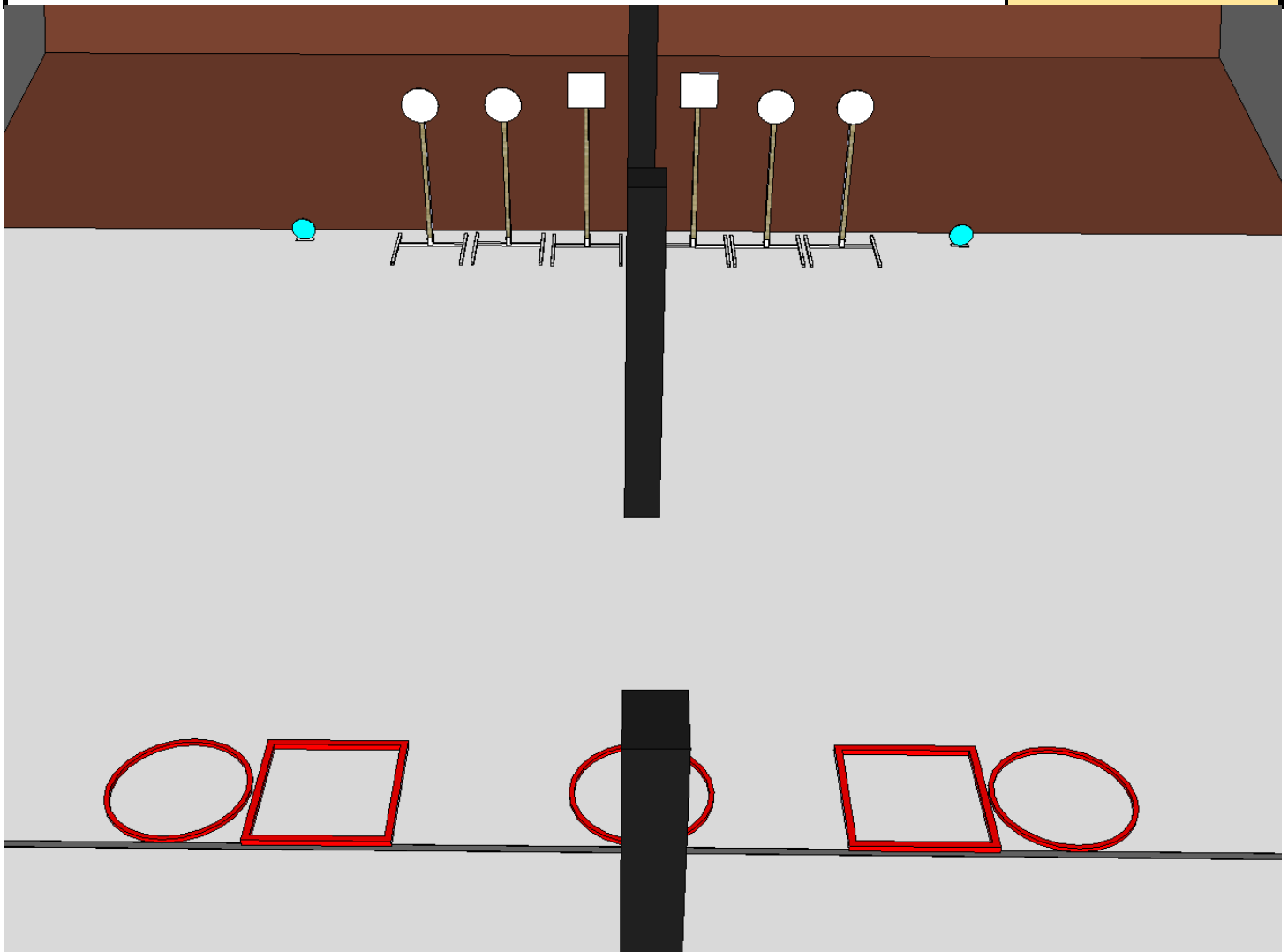
Start Position	Scoring																		
Standing in left box, facing downrange, firearm loaded. Handgun holstered, wrists below waist; PCC muzzle downrange.	<table border="1"> <tr> <td>Type</td> <td>Unlimited</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>Total Rounds</td> <td>16</td> </tr> </table>	Type	Unlimited							Total Rounds	16								
Type	Unlimited																		
Total Rounds	16																		
Stage Procedure	Build List																		
<p>On audible signal, START by engaging left Rectangle from left box with 1 round;</p> <p>After Rectangle is engaged, engage a different Circle with 1 round;</p> <p>After each Circle is engaged, re-engage the Rectangle with 1 round.</p> <p>Repeat until all circles are engaged;</p> <p>THEN, REPEAT sequence starting with right Rectangle from right box.</p> <p>At end of run Rectangles will have 4 rounds each, Circles will have 2 rounds each.</p>	<table border="1"> <tr> <td>15x24 (big)</td> <td>2</td> </tr> <tr> <td>10x10 (med sq)</td> <td> </td> </tr> <tr> <td>6x12 (small rec)</td> <td> </td> </tr> <tr> <td>12" circle</td> <td>4</td> </tr> <tr> <td>Sm. Bonus cir</td> <td>0</td> </tr> <tr> <td>Stand Base</td> <td>6</td> </tr> <tr> <td>Stand Feet</td> <td>12</td> </tr> <tr> <td>Shooting Boxes</td> <td>2</td> </tr> <tr> <td>Shooting Hoops</td> <td> </td> </tr> </table>	15x24 (big)	2	10x10 (med sq)		6x12 (small rec)		12" circle	4	Sm. Bonus cir	0	Stand Base	6	Stand Feet	12	Shooting Boxes	2	Shooting Hoops	
15x24 (big)	2																		
10x10 (med sq)																			
6x12 (small rec)																			
12" circle	4																		
Sm. Bonus cir	0																		
Stand Base	6																		
Stand Feet	12																		
Shooting Boxes	2																		
Shooting Hoops																			



Dallas Action Pistol Shooters

Stage 2

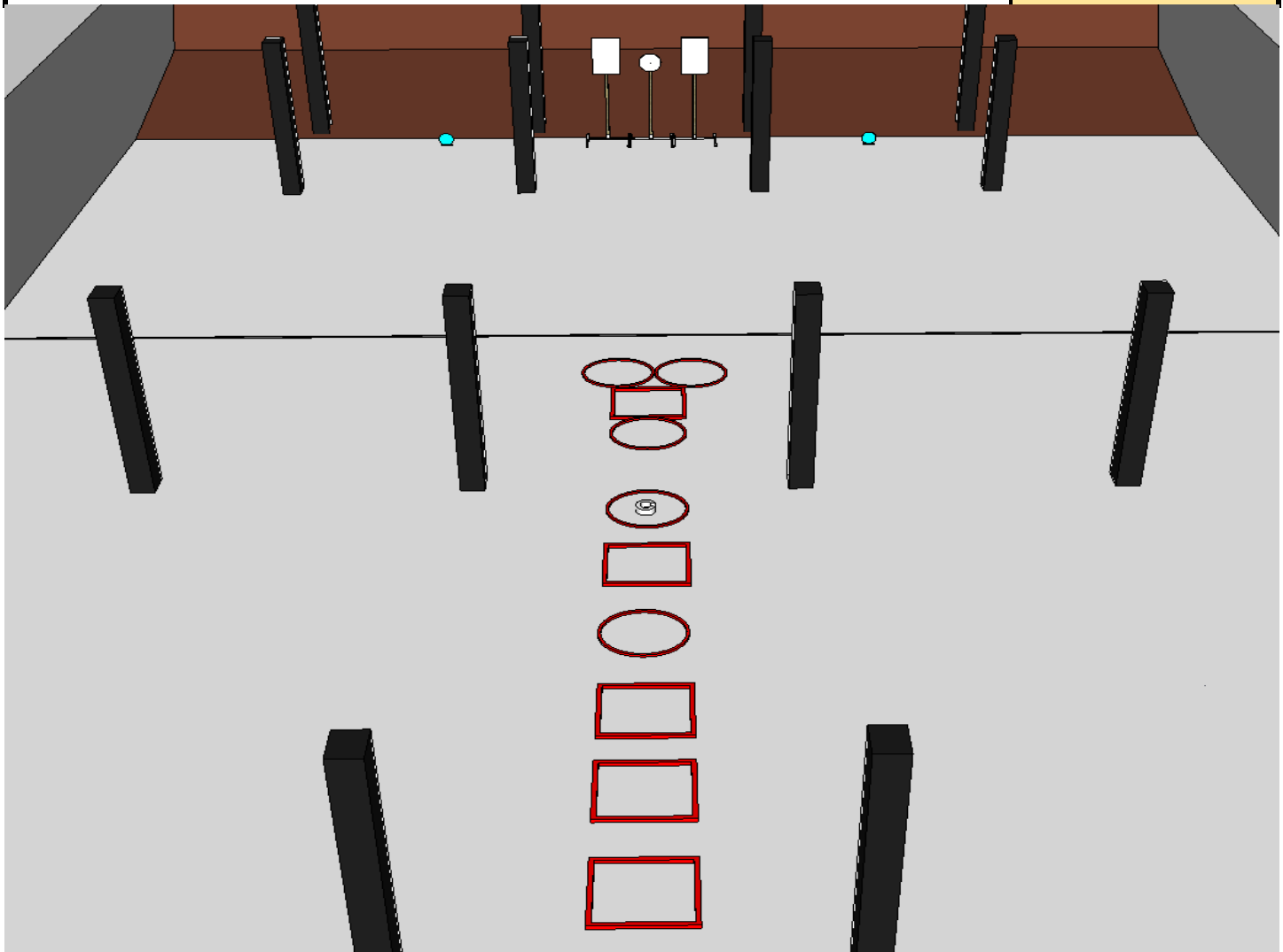
Start Position	Scoring																				
Standing in any hoop or box, facing downrange, firearm loaded. All magazines have a maximum of 12 rounds at start signal. Handgun holstered, wrists below waist; PCC muzzle aiming at a floor (bonus) plate.	<table border="1"> <tr> <td>Type</td> <td>Unlimited</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td>Total Rounds</td> <td>20</td> </tr> </table>	Type	Unlimited							Total Rounds	20										
Type	Unlimited																				
Total Rounds	20																				
Stage Procedure	Build List																				
On audible signal, engage Circles from hoops and Squares from boxes. Circles get 1 round each, Squares get 2 rounds each. Shoot from all hoops & boxes. BONUS: -5 for taking both floor plates from center hoop (without hitting PAR).	<table border="1"> <tr> <td>15x24 (big)</td> <td> </td> </tr> <tr> <td>10x10 (med sq)</td> <td>2</td> </tr> <tr> <td>6x12 (small rec)</td> <td> </td> </tr> <tr> <td>12" circle</td> <td>4</td> </tr> <tr> <td>4.5" Mini circle</td> <td>2</td> </tr> <tr> <td>Stand Base</td> <td>6</td> </tr> <tr> <td>Stand Feet</td> <td>12</td> </tr> <tr> <td>Shooting Boxes</td> <td>2</td> </tr> <tr> <td>Shooting Hoops</td> <td>3</td> </tr> <tr> <td>Barrels</td> <td> </td> </tr> </table>	15x24 (big)		10x10 (med sq)	2	6x12 (small rec)		12" circle	4	4.5" Mini circle	2	Stand Base	6	Stand Feet	12	Shooting Boxes	2	Shooting Hoops	3	Barrels	
15x24 (big)																					
10x10 (med sq)	2																				
6x12 (small rec)																					
12" circle	4																				
4.5" Mini circle	2																				
Stand Base	6																				
Stand Feet	12																				
Shooting Boxes	2																				
Shooting Hoops	3																				
Barrels																					



Dallas Action Pistol Shooters

Stage 3

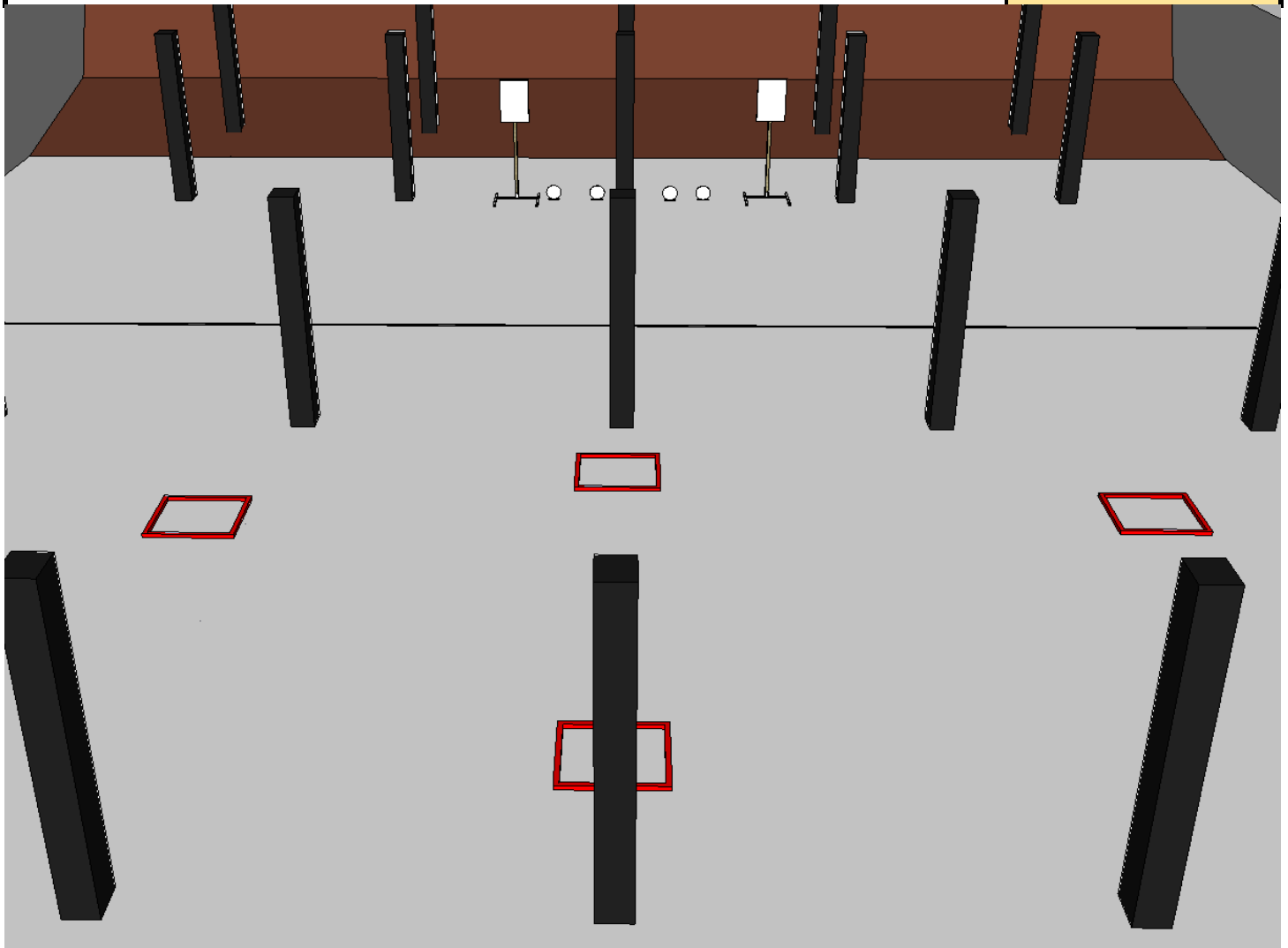
Start Position	Scoring
Standing in rear box, facing downrange, firearm loaded. Handgun holstered, wrists below waist; PCC muzzle downrange.	Type Unlimited
	Total Rounds 25
Stage Procedure	Build List
On audible signal, engage Rectangles from boxes and Circles from hoops. Rectangles get 2 rounds each, Circles get 1 round each. Shoot from all hoops & boxes. BONUS: -3 for <u>each</u> bonus plate taken from middle hoop C (without reaching PAR).	15x24 (big) 2
	10x10 (med sq)
	6x12 (small rec)
	12" circle 1
	Sm. Bonus circle 2
	Stand Base 3
	Stand Feet 6
	Shooting Boxes 5
Shooting Hoops 5	
Poppers	
TX Star	



Dallas Action Pistol Shooters

Stage 4

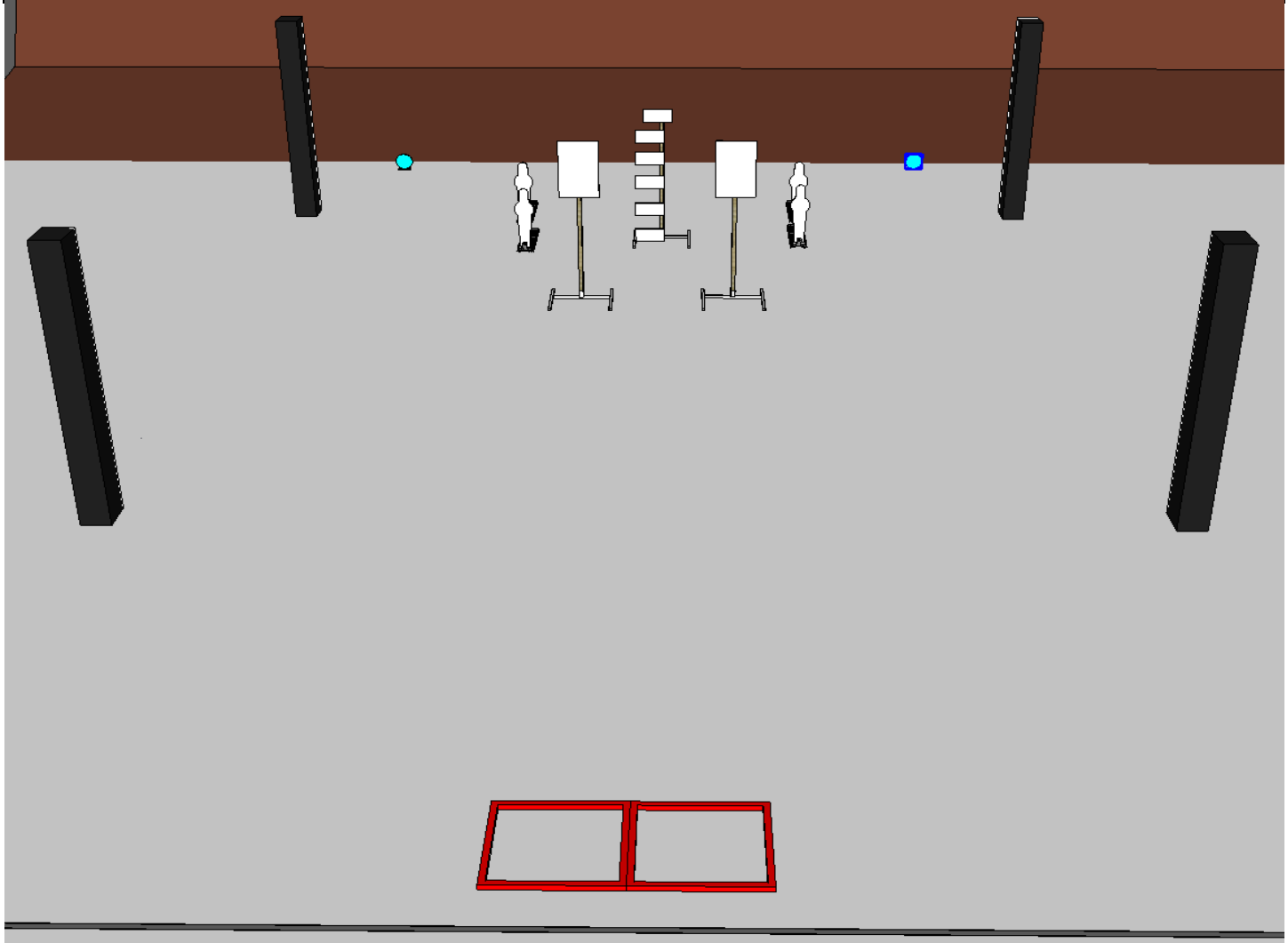
Start Position	Scoring																				
Standing in left box, facing downrange, firearm loaded. Handgun holstered, wrists below waist; PCC muzzle downrange.	Type Unlimited																				
	Total Rounds 20																				
Stage Procedure	Build List																				
On audible signal, from boxes engage Rectangles with 2 rounds and take 1 plate. Shoot from all boxes. Note: These floor plates are <u>NOT</u> optional bonus plates.	<table border="1"> <tr> <td>15x24 (big)</td> <td>2</td> </tr> <tr> <td>10x10 (med sq)</td> <td></td> </tr> <tr> <td>6x12 (small rec)</td> <td></td> </tr> <tr> <td>12" circle</td> <td></td> </tr> <tr> <td>Sm. Bonus circle</td> <td>4</td> </tr> <tr> <td>Stand Base</td> <td>2</td> </tr> <tr> <td>Stand Feet</td> <td>4</td> </tr> <tr> <td>Shooting Boxes</td> <td>4</td> </tr> <tr> <td>Shooting Hoops</td> <td></td> </tr> <tr> <td>Plate Rack</td> <td></td> </tr> </table>	15x24 (big)	2	10x10 (med sq)		6x12 (small rec)		12" circle		Sm. Bonus circle	4	Stand Base	2	Stand Feet	4	Shooting Boxes	4	Shooting Hoops		Plate Rack	
	15x24 (big)	2																			
10x10 (med sq)																					
6x12 (small rec)																					
12" circle																					
Sm. Bonus circle	4																				
Stand Base	2																				
Stand Feet	4																				
Shooting Boxes	4																				
Shooting Hoops																					
Plate Rack																					



Dallas Action Pistol Shooters

Stage 5

Start Position	Scoring																						
Standing in either box, facing downrange, firearm loaded. Handgun holstered, wrists below waist; PCC muzzle downrange. Dueling tree starts with plates on left side.	<table border="1"> <tr> <td data-bbox="1166 262 1347 304">Type</td> <td data-bbox="1347 262 1484 304">Unlimited</td> </tr> <tr> <td colspan="2" data-bbox="1166 304 1484 346"> </td> </tr> <tr> <td colspan="2" data-bbox="1166 346 1484 388"> </td> </tr> <tr> <td data-bbox="1166 388 1347 436">Total Rounds</td> <td data-bbox="1347 388 1484 436">18</td> </tr> </table>	Type	Unlimited					Total Rounds	18														
Type	Unlimited																						
Total Rounds	18																						
Stage Procedure	Build List																						
On audible signal, engage targets from boxes. Engage rectangles with 2 rounds each from both boxes. Dueling tree plates are only engaged once & may be engaged from either/both boxes. Dueling tree plates finishing on right side. Only engage left/right poppers from left/right respective boxes. BONUS: -4 for taking <u>each</u> floor plate (without reaching PAR).	<table border="1"> <tr> <td data-bbox="1166 478 1445 514">15x24 (big)</td> <td data-bbox="1445 478 1484 514">2</td> </tr> <tr> <td data-bbox="1166 514 1445 550">10x10 (med sq)</td> <td data-bbox="1445 514 1484 550"></td> </tr> <tr> <td data-bbox="1166 550 1445 585">6x12 (small rec)</td> <td data-bbox="1445 550 1484 585"></td> </tr> <tr> <td data-bbox="1166 585 1445 621">12" circle</td> <td data-bbox="1445 585 1484 621"></td> </tr> <tr> <td data-bbox="1166 621 1445 657">Sm. Bonus circle</td> <td data-bbox="1445 621 1484 657">2</td> </tr> <tr> <td data-bbox="1166 657 1445 693">Stand Base</td> <td data-bbox="1445 657 1484 693">2</td> </tr> <tr> <td data-bbox="1166 693 1445 728">Stand Feet</td> <td data-bbox="1445 693 1484 728">4</td> </tr> <tr> <td data-bbox="1166 728 1445 764">Shooting Boxes</td> <td data-bbox="1445 728 1484 764">2</td> </tr> <tr> <td data-bbox="1166 764 1445 800">Shooting Hoops</td> <td data-bbox="1445 764 1484 800"></td> </tr> <tr> <td data-bbox="1166 800 1445 835">Dueling Tree</td> <td data-bbox="1445 800 1484 835">1</td> </tr> <tr> <td data-bbox="1166 835 1445 871">Poppers</td> <td data-bbox="1445 835 1484 871">4</td> </tr> </table>	15x24 (big)	2	10x10 (med sq)		6x12 (small rec)		12" circle		Sm. Bonus circle	2	Stand Base	2	Stand Feet	4	Shooting Boxes	2	Shooting Hoops		Dueling Tree	1	Poppers	4
15x24 (big)	2																						
10x10 (med sq)																							
6x12 (small rec)																							
12" circle																							
Sm. Bonus circle	2																						
Stand Base	2																						
Stand Feet	4																						
Shooting Boxes	2																						
Shooting Hoops																							
Dueling Tree	1																						
Poppers	4																						



Feb 6, 2019 - DAPS SPLASH BUILD LIST

STAGES:	1	2	3	4	5	Totals	Max
15x24 (big rectangle)	2		2	2	2	8	8
10x10 (med square)		2		0		2	10
6x12 (small rectangle)				0		0	4
12" circle		4	1	0		5	12
Small Bonus circle & stand			2	4	2	8	8?
7" Bonus circle / stand						0	4
4.5" Mini circle/stand		2				2	2
Texas Star			0			0	1
Plate Rack				0		0	1
Dueling Tree					1	1	1
Stand Base	2	6	3	2	2	15	33
Stand Feet	4	12	6	4	4	30	70
Shooting Boxes	4	2	5	4	2	17	lots
Shooting Hoops		3	5	0		8	lots
Barrels						0	3
Cones						0	2
Poppers					4	4	8?

Rounds by stage: 16 20 25 20 18
Total Rounds: **99**