**Squadding Matrix**

**RO and Staff on Squad 14-19,**

**Regular Shooters on Squad 20-25**

**Maximum of 8 shooters per squad only.**

**Friday** 7:30 Shooters Meeting

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Time** | **Stage1** | **Stage-2** | **Stage-3** | **Stage-4** | **Stag-5** | **Stage-6** | **Stage-7** | **Stage-8** | **Stage9**  Chrono | **Stage10** | **Stage11**  **Classifier** | **Stage12** |
| **8:00** | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| **12:30** | Mandatory | Lunch | Time | Everybody | Need to | stop | Shooting |  |  |  |  |  |
| **1:00** | Resume | Shooting | Until | Done | With all | 12 stages |  |  |  |  |  |  |

**Saturday -** Maximum of 10 shooters per Squad. **(**7:45 am mandatory shooters meeting**)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Time** | **Stage-1** | **Stage-2** | **Stage-3** | **Stage-4** | **Stage-5** | **Stage-6** | **Stage-7** | **Stage-8** | **Stage-9** | **Stage10** | **Stage11** | **Stage12** | **Break** |
| **8:00** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| **12:00** | **L** | **U** | **N** | **C** | **H** |  | **L** | **U** | **N** | **C** | **H** |  |  |
| **6:00** | Make | Sure | Every | one | Finished | All | 12 | Stages |  |  |  |  |  |

**Bucket Raffle**