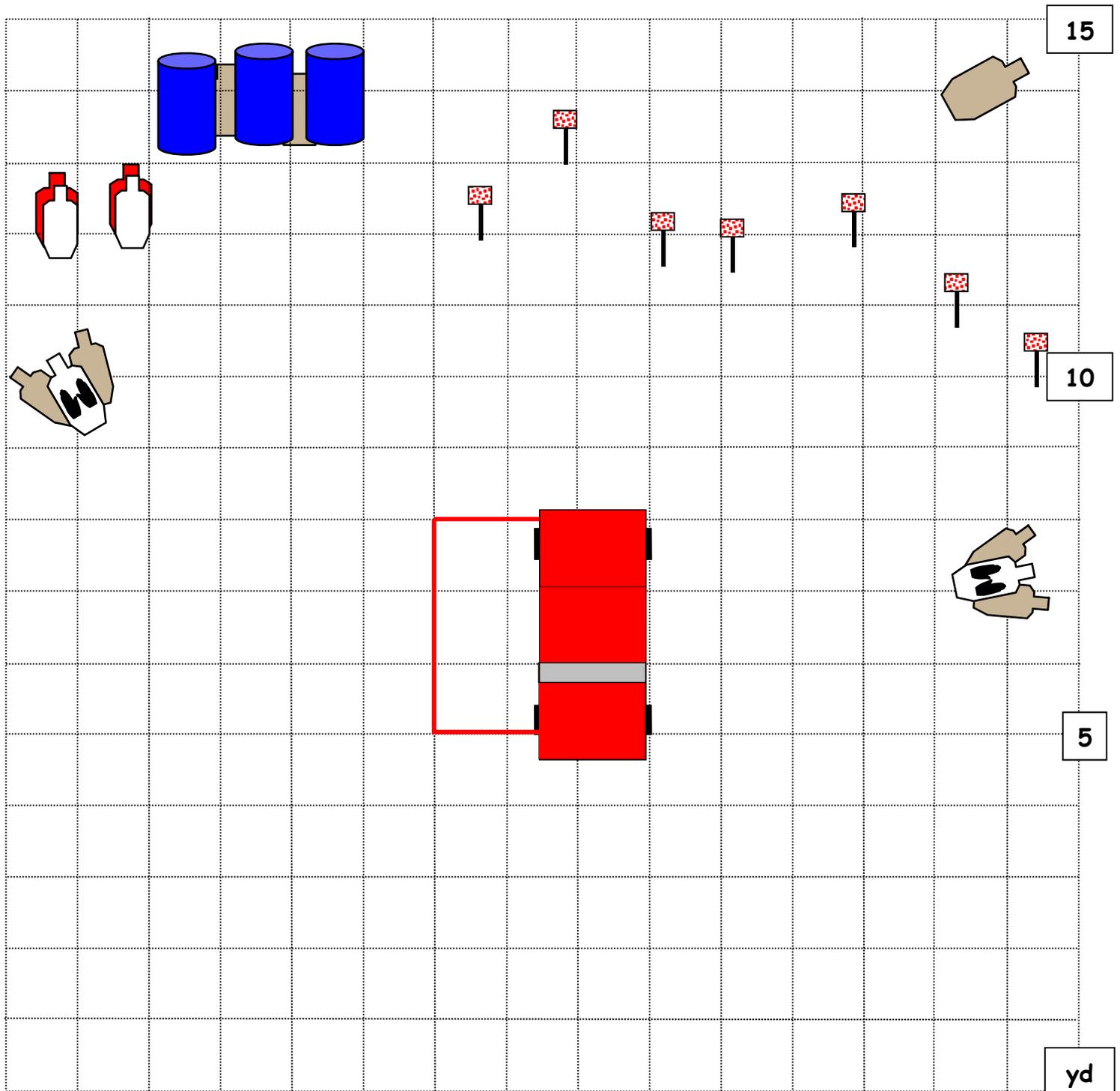


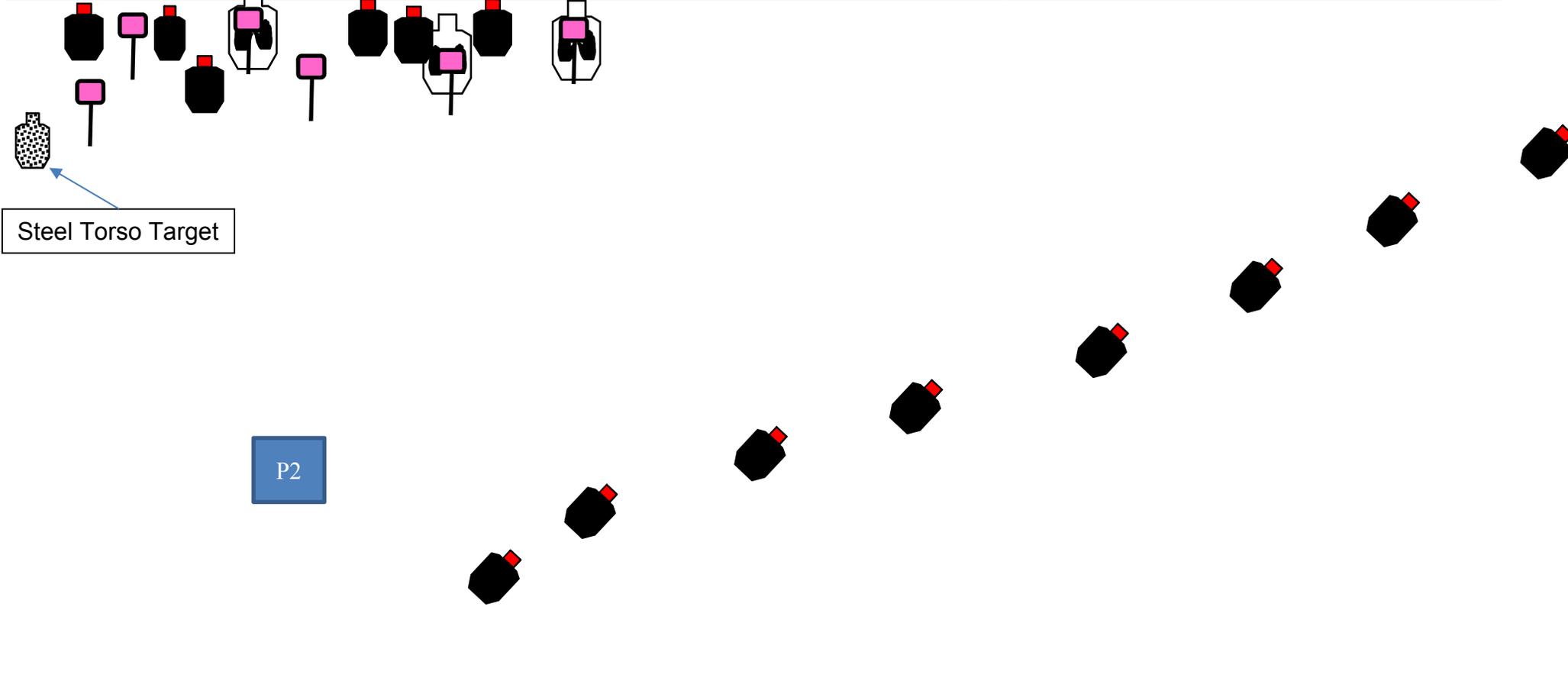


# Opposites at the car Pistol-Rifle



Scoring	Time +
Minimum Rounds	
Reload	As necessary
String 1	Rifle starts in car on passenger seat, cruiser ready. Pistol starts loaded & holstered. At buzzer from within fault lines engage steel with pistol. When complete ground pistol on seat in van. Retrieve rifle and engage paper targets with rifle.
Note:	<b>ANY Bullet strike on the car will be an automatic DQ.</b>

	Make the shots count	Rifle - pistol
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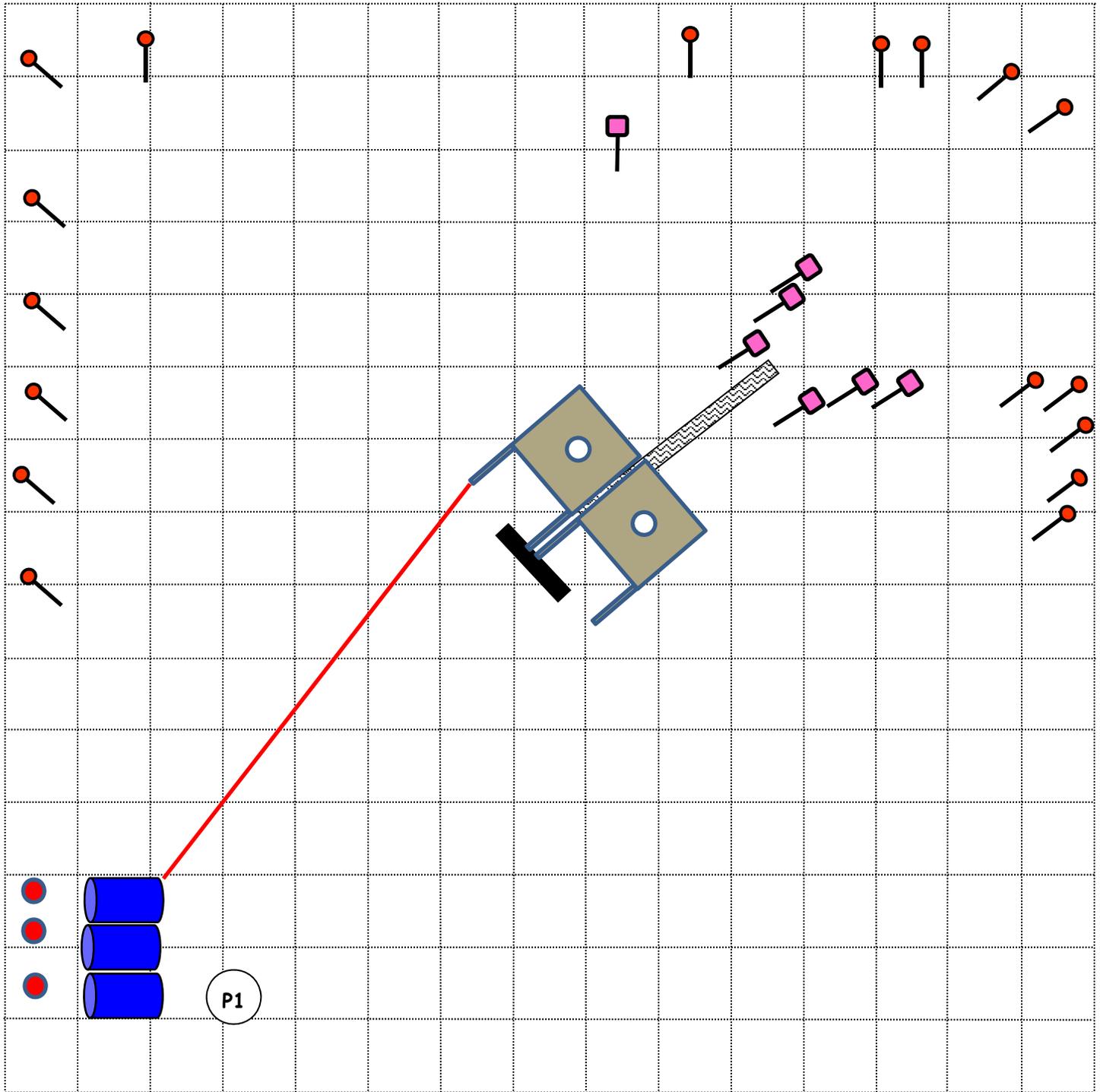
Steel Torso Target

P2

P1

Scoring	Time +
Reload	Reload as necessary
String 1	<p>Shooter starts at P1 with pistol loaded and holstered, Rifle loaded, safety on at low ready.</p> <p>At signal neutralize rifle targets from P1, OFFHAND ONLY</p> <p><b><u>Between each rifle paper target shooter must engage steel torso before moving to next paper target.</u></b></p> <p>Move to P2, neutralize with pistol only</p>
NOTE:	<p>P1 rifle only P2 pistol only</p> <p><b>NOTE: Each engagement of the steel torso (seven engagements) is treated like a separate target</b></p>

# Pistol-Shotgun Only



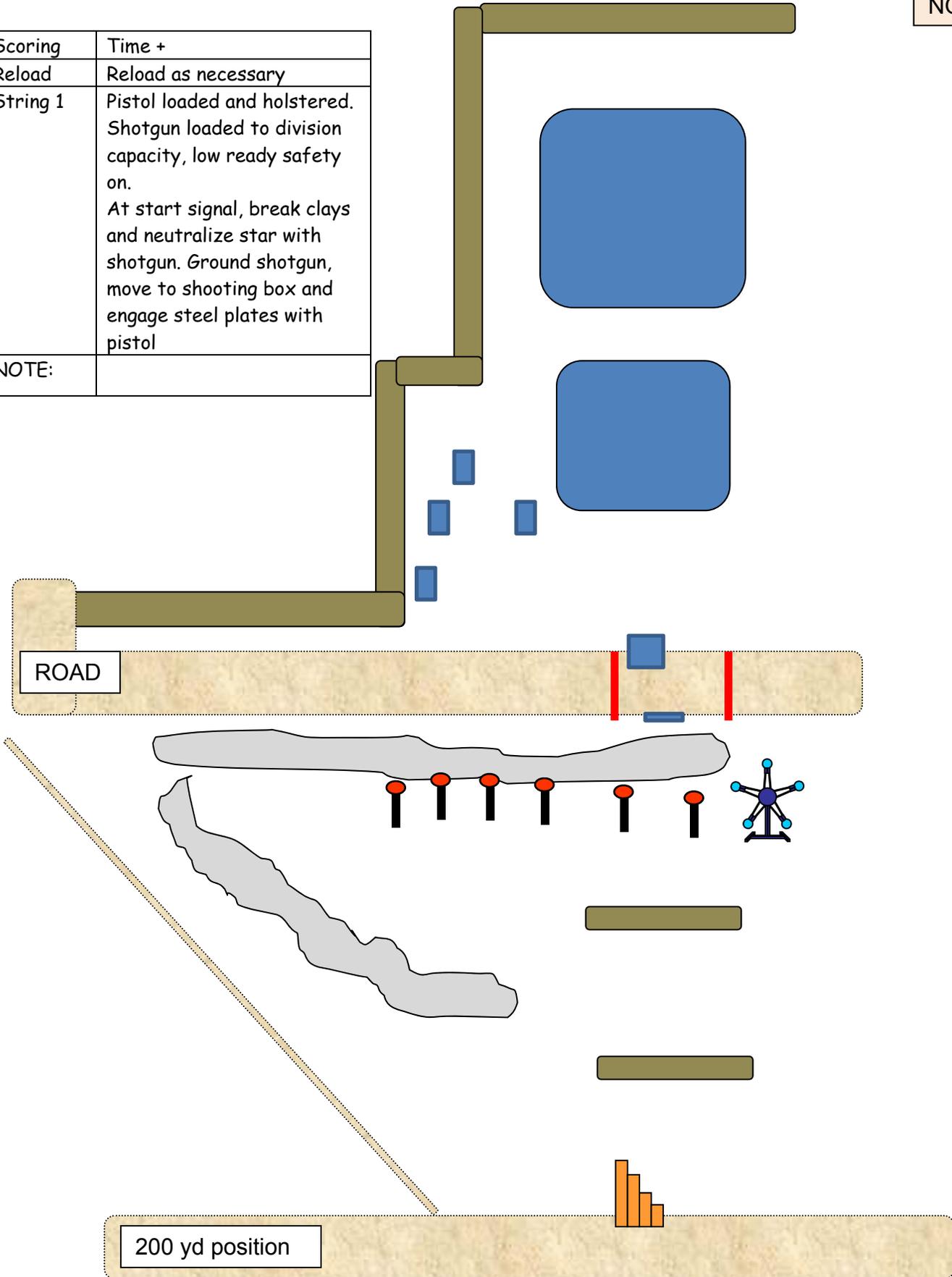
Time:	60 sec par
Stage Procedure	Start at P1 with pistol loaded and holstered., shotgun loaded to division capacity low ready safety on. At buzzer break clays and steel clays with shotgun, knock over steel with pistol
Note:	Ports must be used for right side target arrays

# Back side Shotgun & pistol

NOT to Scale



Scoring	Time +
Reload	Reload as necessary
String 1	Pistol loaded and holstered. Shotgun loaded to division capacity, low ready safety on. At start signal, break clays and neutralize star with shotgun. Ground shotgun, move to shooting box and engage steel plates with pistol
NOTE:	



ROAD

200 yd position