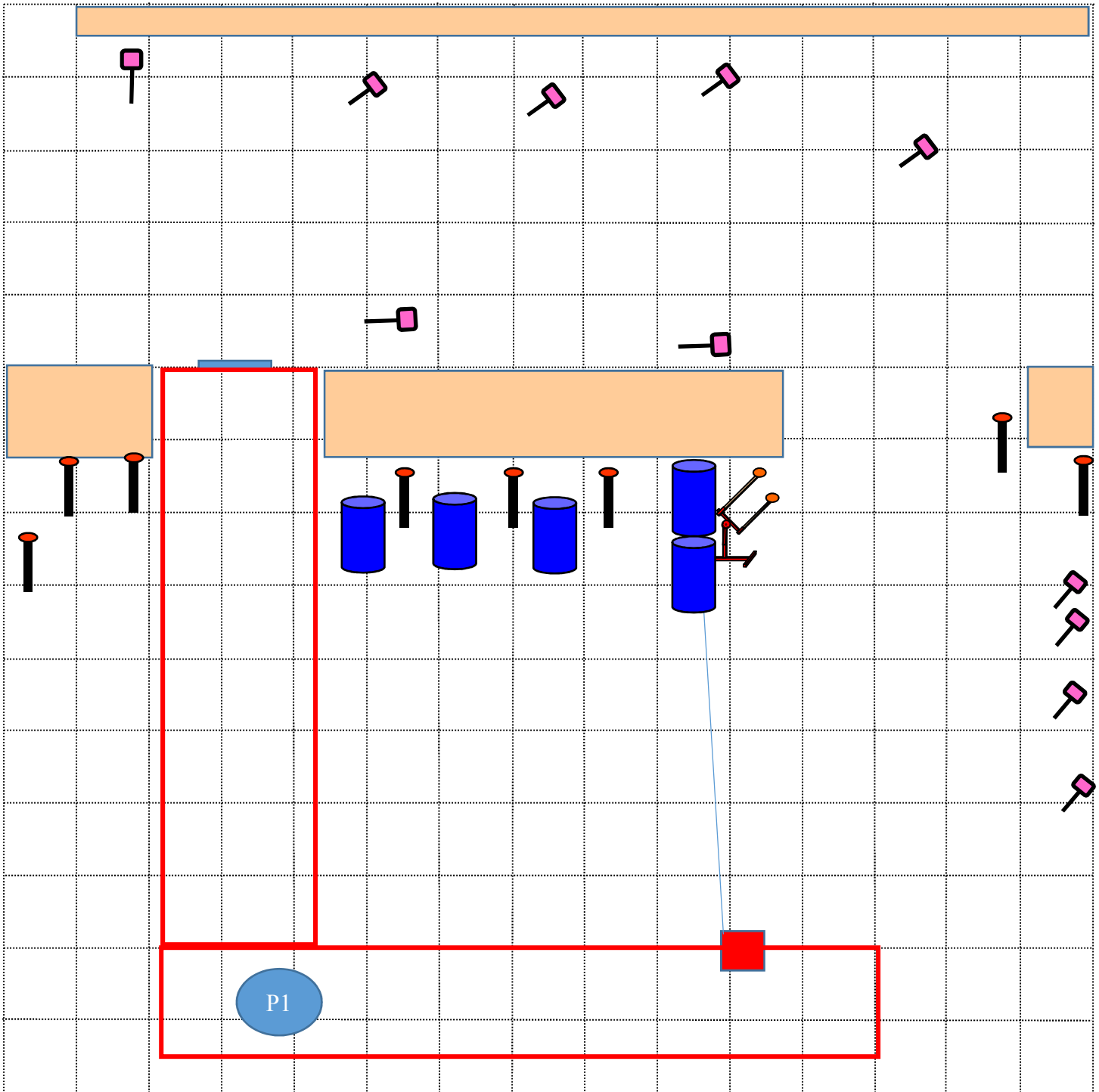


Pistol - shotgun

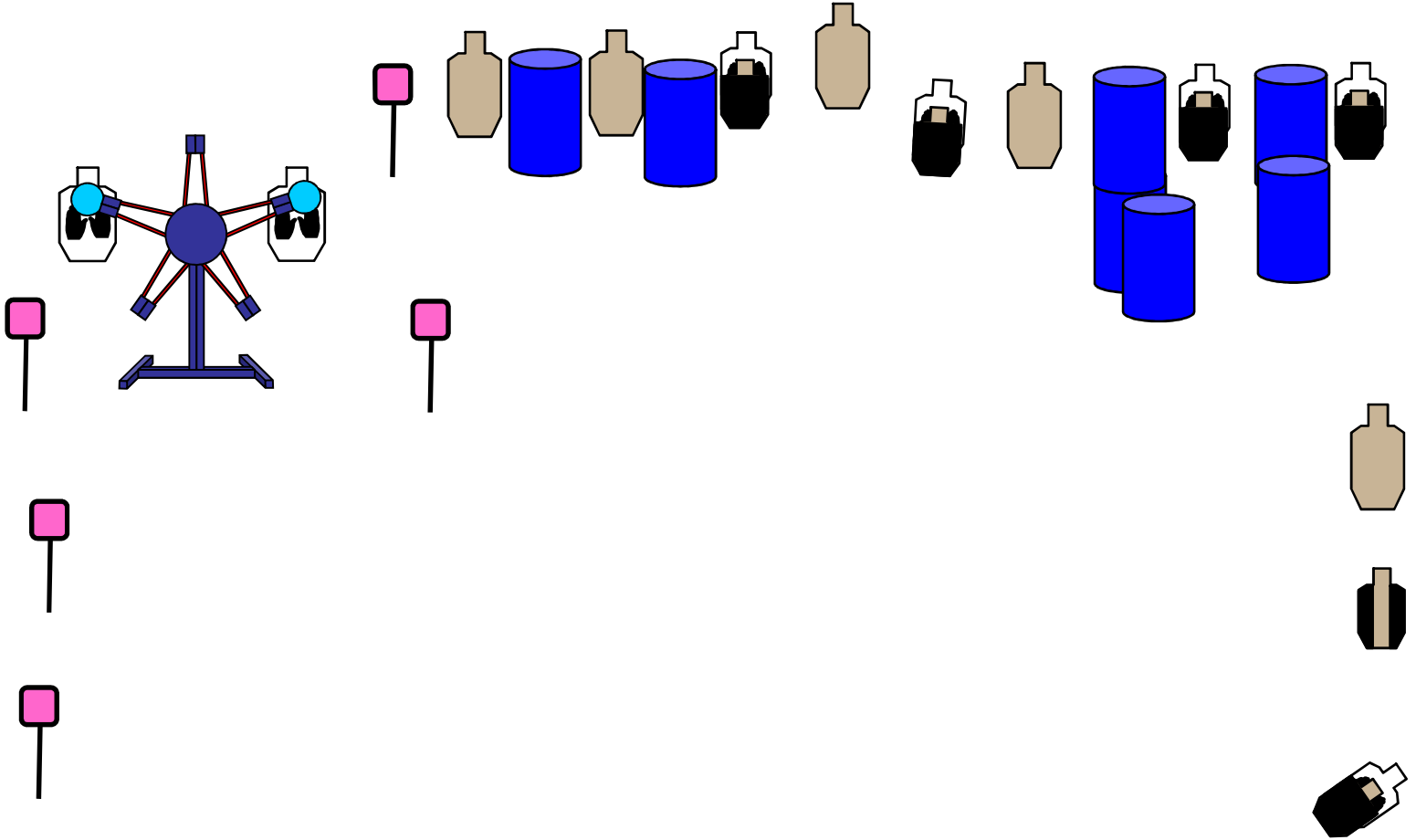


| | |
|----------|---|
| Scoring | Time + |
| String 1 | Start at P1 with shotgun loaded to division capacity, safety on at low ready. Pistol loaded and holstered At buzzer from within fault lines neutralize all targets. |
| Note: | All targets in front of the center berm are shotgun only All targets behind the center berm are pistol or shotgun |

3-Gun



Rifle - Pistol



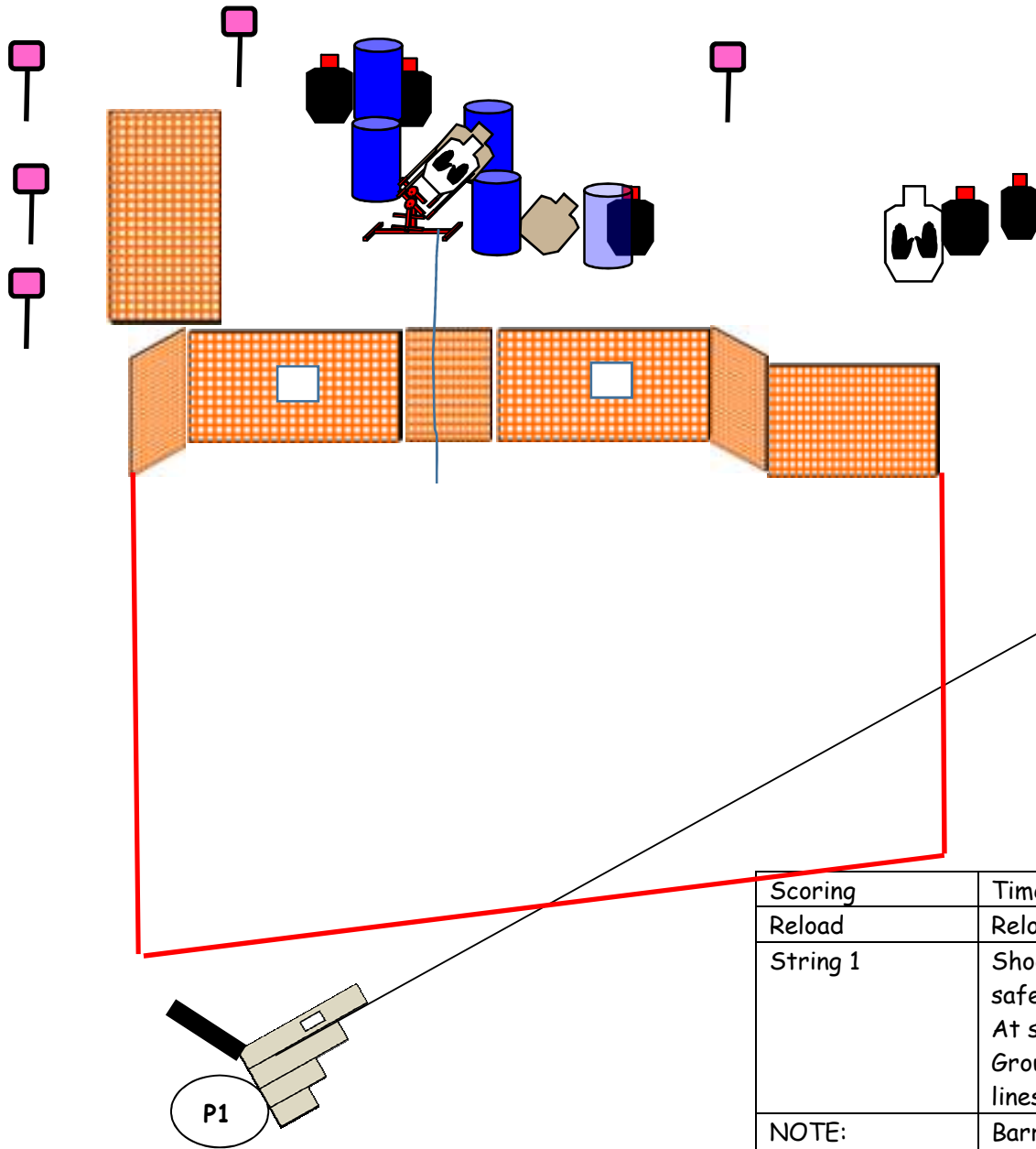
P1

| Scoring | Time + |
|----------|---|
| String 1 | Start at P1 rifle UNLOADED, bolt forward safety on at low ready. Pistol loaded and holstered. At start signal engage steel with pistol, through the port only and paper with rifle from within the fault lines. |
| Note: | |



Make the shots count

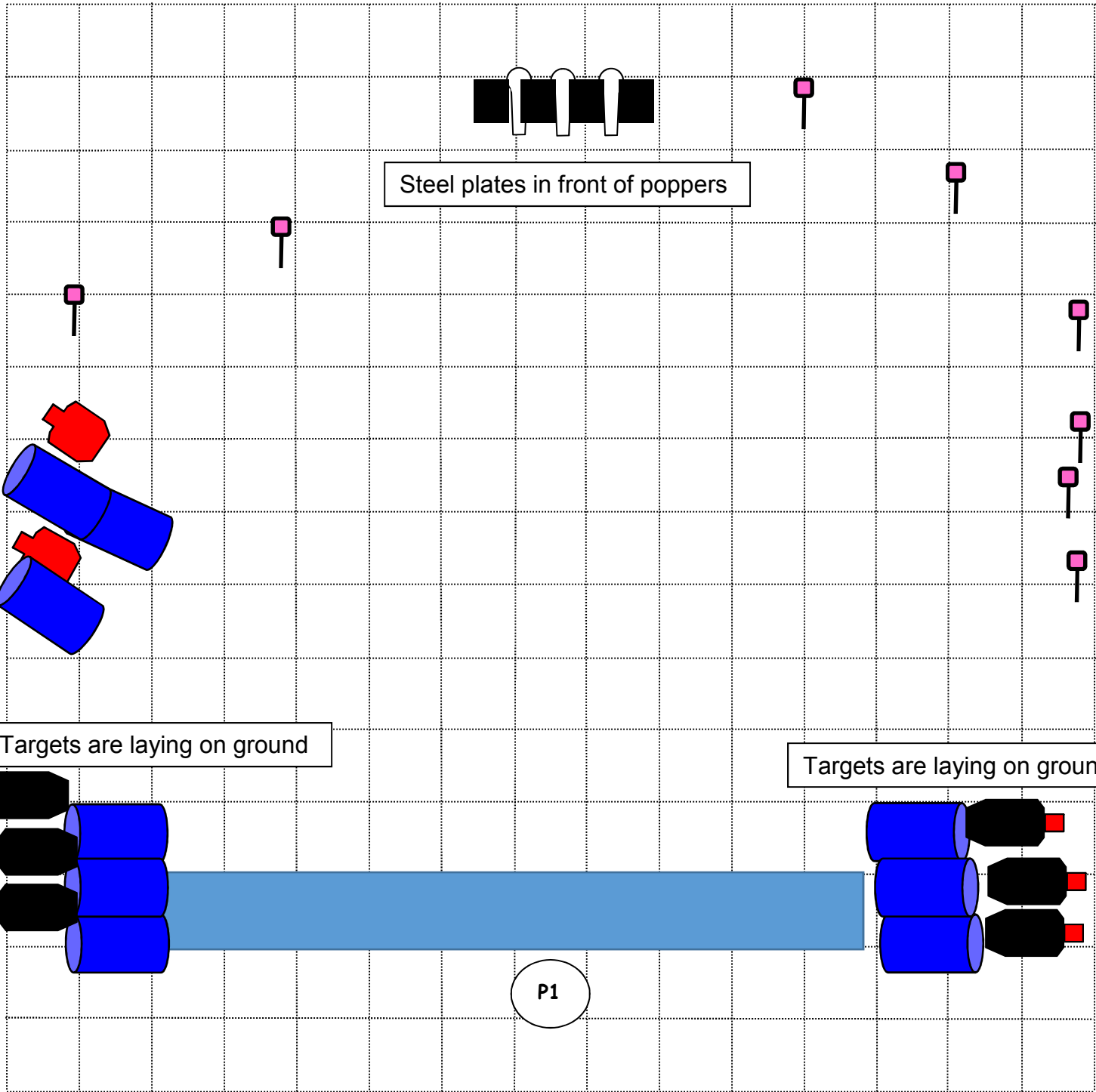
Rifle - pistol



Rifle only from the barricade

| | |
|----------|---|
| Scoring | Time + |
| Reload | Reload as necessary |
| String 1 | Shooter starts at P1 with pistol loaded and holstered, Rifle loaded, safety on at low ready. At signal neutralize rifle targets in corner, P1 Ground rifle then neutralize remainder of targets from within fault lines with pistol |
| NOTE: | Barricade may be used as support. The knock out leg target will activate the swinger |

pistol



| | |
|----------|--|
| Scoring | Time + |
| Reload | As necessary |
| String 1 | Starting at P1, pistol loaded and holstered. AT start signal neutralize all targets from within fault lines. |
| Note: | |



Back side

NOT to Scale

| | |
|----------|---|
| Scoring | |
| Reload | Reload as necessary |
| String 1 | Start at 1 st shooting box. AT start signal neutralize each ½ scale torso with one hit each from shooting box. Move to 2 nd shooting box and re-neutralize each torso with one hit each. Ground rifle. Proceed to shotgun. From shooting box only neutralize two poppers and thrown clays. Then from within fault lines neutralize steel clays with shotgun |
| NOTES: | Rifle starts loaded, safety on at low ready. Shotgun starts CRUISER ready staged in grounding box |

Rifle start

RIFLE ONLY

Shotgun start

ROAD

100 yd position

200 yd position

