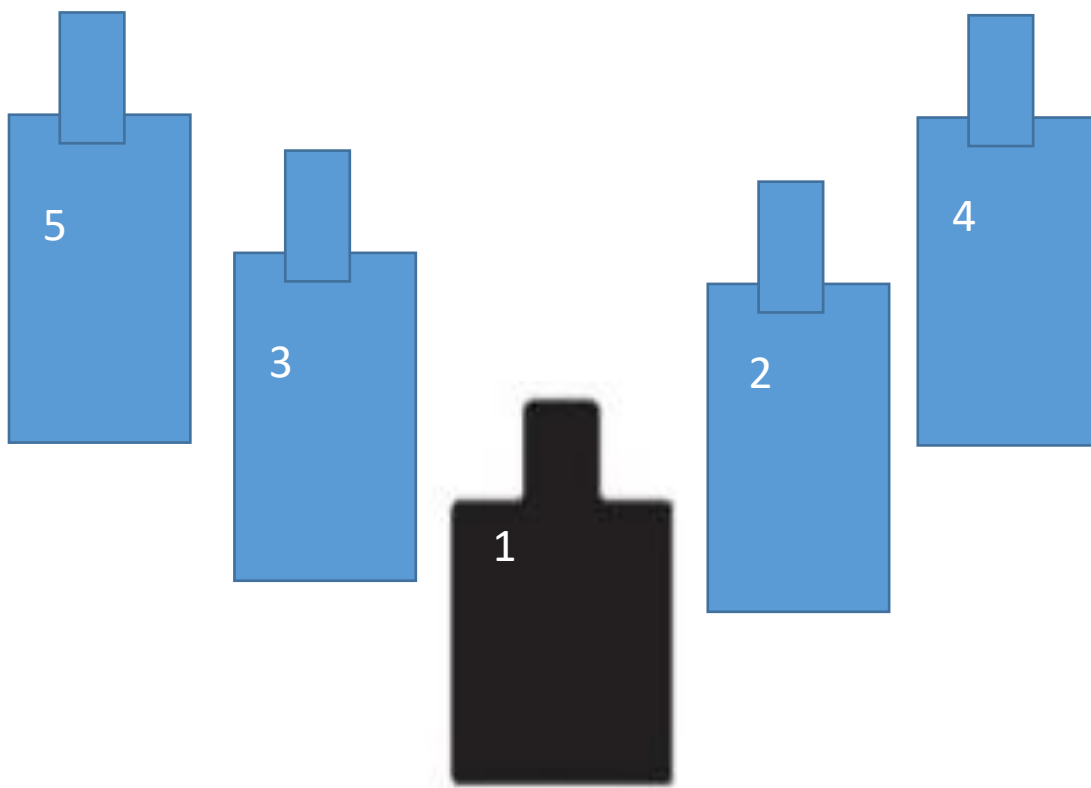




V Drill - engage targets 2 – 5 with 2 shots each and 10 shots in target 1 in the following order

1 - 2 - 1 - 3 - 1 - 4 - 1 - 5 - 1.



Stage 2 - Pistol Range – “Thanks to On the Go 3 Gun for this stage!?”

Plate Rack, Pistol or Shotgun

Hostage – Pistol only

Five Clays – Shotgun only

Six IPSC Cardboard, - Pistol Only – 6 – 12 rounds

Four knock over plates – Pistol or Shotgun

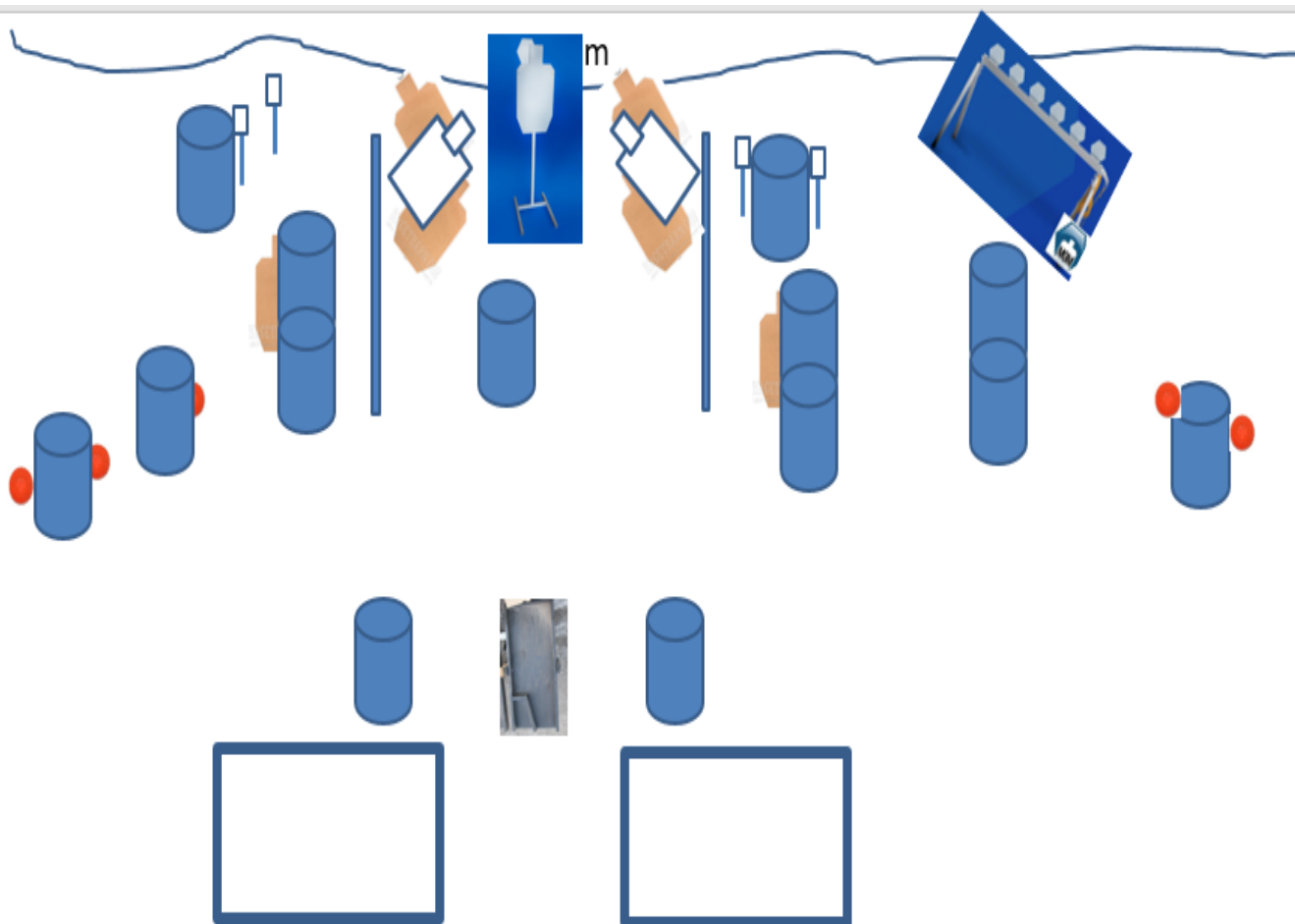
Start condition

Shotgun loaded to class capacity (8 + 1 unless shooting open class) and staged in dump box or held at low ready.

Pistol loaded and holstered or staged in dump box, safety on.

Starting behind dump box, at the buzzer engage targets as they become visible with appropriate firearm FROM INSIDE THE SHOOTING AREAS.

**MAKE SURE TO KEEP ALL MUZZLES POINTED INTO THE BERM OR GROUND AT ALL TIMES – ESPECIALLY WHEN MOVING**



Any target not attempted/skipped is a failure to engage (FTE). All targets that have penalties only go in one box thus a failure to engage is NOT ALSO A FTN AND UNHIT, IT IS JUST A FTE. If they hit the par time on a stage write down the time that the last shot was fired and add penalties for Failure to Engage – etc. If steel does not fall it is an UnHit penalty.

### Stage 3 - Shotgun Course – “One Two Three Do-Re-Mi,,,,?”

16 rounds shotgun - 7.5 – 9 shot only. No high brass. 3 Dram Max

Three (3) Poppers, Six (6) thrown clays, Two (2) spinners and a Texas Star

Starting in either hula-hoop 1 or 2, with shotgun at low ready loaded to class capacity (8 + 1 unless shooting open class), safety on. At the buzzer engage targets until neutralized.

Poppers and thrown clays must be engaged from Hula 1 only. 3<sup>rd</sup> clay thrown on right popper is a bonus target and deducts 10 seconds from your time – not scored as unhit if missed!

Texas Star and Spinners must be engaged from Hula 2 only. Spinners must go all the way over – RO TO CALL HITS

ALWAYS KEEP MUZZLE POINTED AT BERM - ESPECIALLY WHILE MOVING.

Any target not attempted/skipped is a failure to engage. All targets that have penalties only go in one box thus a failure to engage is NOT ALSO A FTN AND UNHIT, IT IS JUST A FTE. If they hit the par time on a stage write down the time that the last shot was fired and add penalties for Failure to Engage – etc. Steel must fall and at least one hole in the clay or it is an unhit penalty – assuming they engaged it.

MAKE SURE TO KEEPP ALL MUZZLES POINTED INTO THE BERM OR GROUND AT ALL TIMES – ESPECIALLY WHEN MOVING

