

Stage 3, Bay 4

SG/R/P

Near & Far

RULES: IMGA, Latest Edition

COURSE DESIGNER: John Kimball

START POSITION: Rifle loaded and in safe condition grounded in either barrel. Pistol loaded and holstered per rulebook. Shotgun loaded (7 rounds max), safety on, held at low ready. Heels touching marks on rear fault line.

STAGE PROCEDURE

Upon start signal engage targets as they become visible from within the fault lines.

Engage claybirds and steel plates (7 rounds max, procedural for each shot over seven or per shell in grounded shotgun) and ground empty shotgun in empty barrel.

Retrieve rifle from barrel and engage IPSC classic targets.

Ground safe rifle in barrel.

Engage IPSC metric targets and pepper poppers with pistol.

SCORING

SCORING: Time Plus

TARGETS: 4 claybirds, 3 steel plates, 6 Classic, 4 Metric, 2 PP

SCORED HITS: 1 A or 2 hits to neutralize paper, steel down, and 1 BB to break Claybirds. Drop Turner has five second bonus if neutralized (-5 on score).

START-STOP: Audible - Last shot

PENALTIES: Per rule book

