

* STAGE ONE

Sharp Shooter*

RULES: YES

COURSE DESIGNER: AWillis

START POSITION: Shooter #1 will be standing in box A with loaded handgun holstered loaded rifle in dump barrel, shotgun at low ready (3 rounds only no reloading) Shooter #2 will be standing with UNLOADED pistol holstered in 2nd shooters/throwers box B. Loaded rifle in barrel and shotgun (3 rounds only) on table

STAGE PROCEDURE

On signal shooter #1 will engage 3 clay targets that will be thrown over their head from behind by shooter #2. (You can throw them 1,2, or 3 at a time but you only get 3 clays) (1 and 2 gunners will have 3 static clays to engage) Then safely dump (**completely empty**) shotgun on table and then engage full size paper and spinner with pistol only. After safely placing pistol in dump bucket shooter must then retrieve rifle and engage 6 long range steel, 5 ½ scale targets, and 2 hostage targets. Shooter then dumps safe rifle in barrel and runs back to throwers box (b).

2nd shooter will retrieve shotgun **only after** shooter one is safely in throwers box and engage 3 clay targets that will be thrown over their head from behind by shooter #1. (You can throw them 1,2, or 3 at a time but you only get 3 clays). Then safely dump (**completely empty**) shotgun on table and then engage full size paper and spinner with pistol only. After safely placing pistol in dump bucket shooter must then retrieve rifle and engage 6 long range steel, 5 ½ scale targets, and 2 hostage targets.

All walls, doors, barrels, snow fence walls are hardcover from the ground up unless otherwise specified.

SCORING

SCORING : , To neutralize a paper target it must have 2 A Hits or 4 hits anywhere. Both shooters must engage all targets. (all head shots are A's)

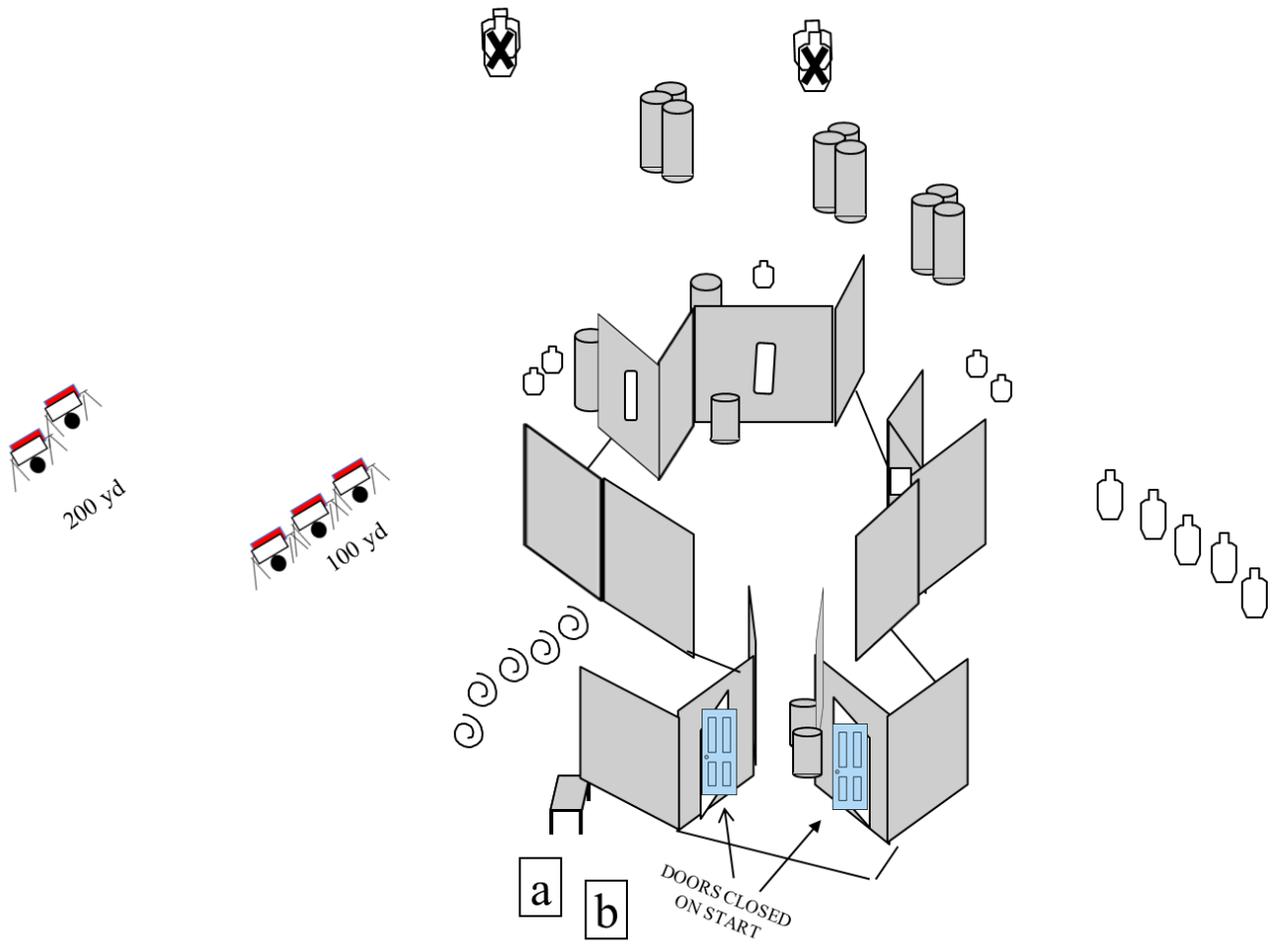
TARGETS: 6- long range steel(each)
5 –spinners (each)
5- full scale (each)
5- ½ scale paper (each)
2 hostage (each)

SCORED HITS: IMG

START-STOP: Audible on 1st shooter - Last shot of 2nd shooter

PENALTIES: YES

(If shooter #2 of the group draws there pistol or picks up their shotgun before shooter # 1 is safely in the 2nd shooters box it will be a MATCH DQ)



BAY 1	RO NOTES:
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