

# \* STAGE 2

## Two of us don't make one good John

**Wick \***

**RULES:** YES

**COURSE DESIGNER:** *Awillis*

**START POSITION:** Shooter #1 will start with loaded handgun holstered, rifle and shotgun in barrel or at low ready. Shooter #2 will have pistol UNLOADED and holstered and loaded shotgun/rifle in barrel standing in 2<sup>nd</sup> shooter box.

### STAGE PROCEDURE

Shooter #1 will engage plate rack, 1 popper, and 2 clays with shotgun only. Full size paper with pistol only and rifle to engage ½ size paper. Only after shooter #1 has finished the stage and safely grounded all weapons then they must reset the plate rack on the way back for second shooter. If a plate is not reset properly a miss will occur for all steel not reset. Shooter 1 must tag their partner before Shooter #2 enters course and engage plate rack, 1 popper, and 2 clays with shotgun only. Full size paper with pistol only and engage ½ scale paper rifle only.

(1 and 2 gunners will engage steel and clays with pistol)

**It will take 2 body and 1 head shot per team to neutralize any paper target**

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

### SCORING

**SCORING :** Targets must be shot twice in the body and once in the head.

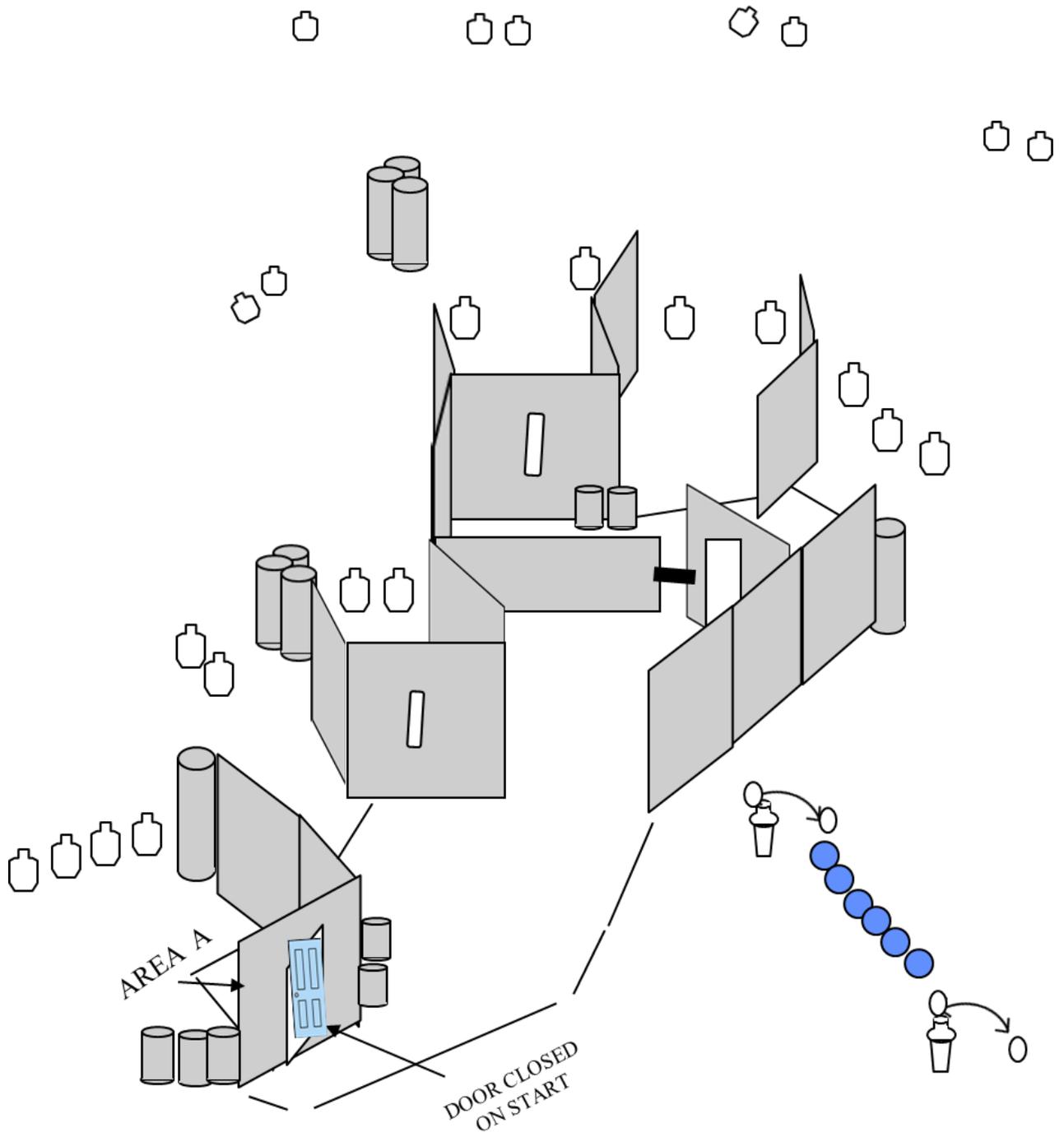
**TARGETS:** 1 Plate rack (6 plates each)  
2 popper ( 1each)  
4 clays(2 each)  
15 full size  
9 ½ scale paper

**SCORED HITS:** IMG

**START-STOP:** Audible - Last shot

**PENALTIES:** YES

All Targets must be engaged by each shooter. I do not care how it is shot as long as each shooter engages each target. One shooter go head shots and other go body. Each shooter can shoot each target three times each(2 body 1 head). If the RO feels like you are gaming the system to a large degree there will be a 100 second penalty added. If you shoot your partners popper or clays it is a 10 second penalty per target



BAY 2	RO NOTES:
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