

* STAGE THREE

**You take the right. I'll take the left and
we will meet in the middle***

RULES: YES

COURSE DESIGNER: *A Willis*

START POSITION: Shooter #1 Standing in box A with loaded handgun holstered and loaded shotgun at low ready. Loaded rifle in dump barrel. Shooter #2 will be inside of 2nd shooters box with UNLOADED pistol holstered. Loaded rifle and shotgun down in barrel. Door OPEN on start.

STAGE PROCEDURE

On signal Shooter #1 will engage 2 slug targets from box A. Engage knockdown steel on left of stage with birdshot only and 2 buckshot targets with buckshot only. Then engage the slug targets once each again from area B. Any steel (minus slug targets) can be engaged from any shooting area including box A and B. (1 & 2 Gunners must double tap each slug target to score) Engage large scale paper with pistol only and 1/2 scale with rifle only. After safely grounding weapon shooter will then make their way back to the 2nd shooter only after tagging their partner can that shooter enter the shooting area

2nd Shooter will retrieve shotgun and engage falling steel (on right) with birdshot only, 2 remaining Buckshot targets, and engage both slug targets from shooting area A and B only. Engage large scale paper with pistol only and 1/2 scale with rifle only.

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

SCORING

SCORING : IMG

TARGETS: 24 falling steel (12 each)

4 buckshot (2 each)

8 Slug (one shot on each by both shooters from both areas)

8 full size (each)

14 1/2 scale (each)

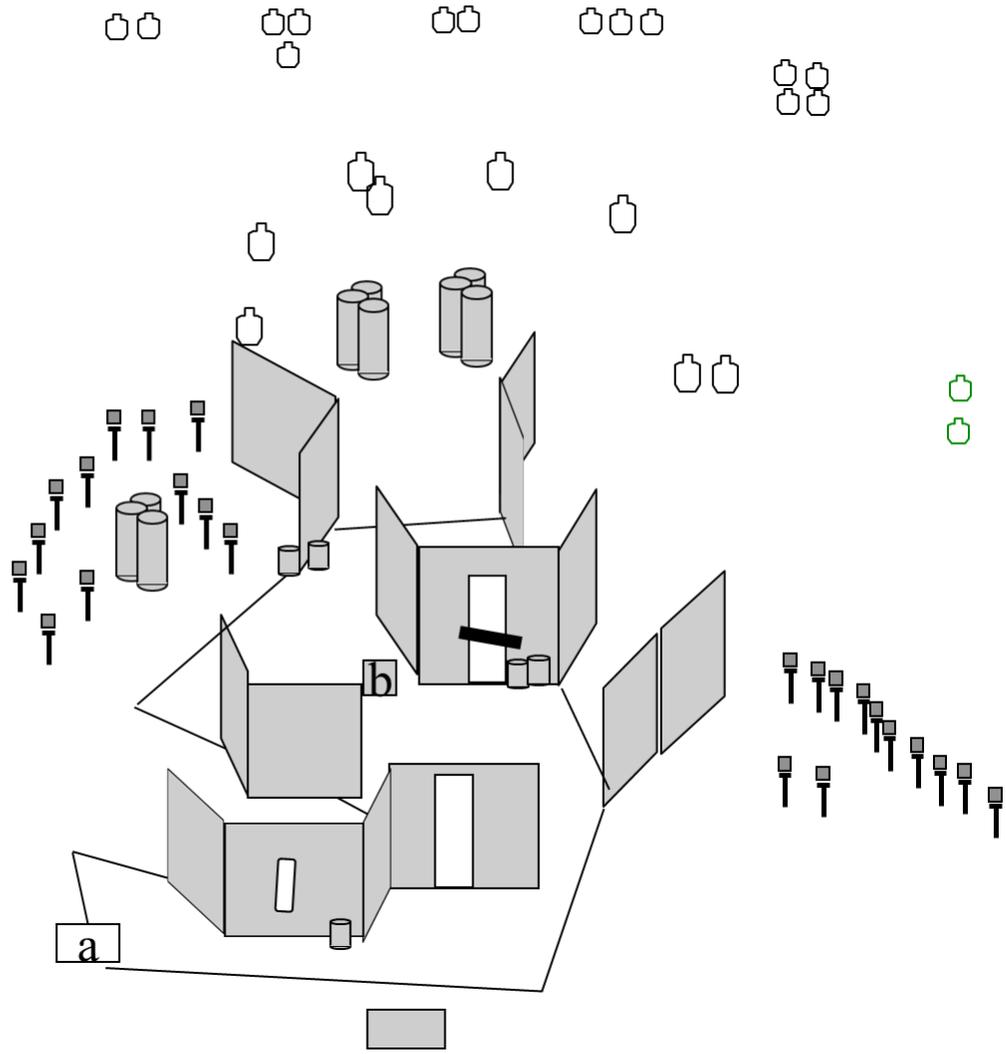
SCORED HITS: IMG

START-STOP: Audible on shooter #1 - Last shot of Shooter #2

PENALTIES: YES (If someone gets trigger happy and shoots partners steel just holler at them to stop and let them move on. If someone is trying to game the system then there will be a 100sec penalty.)

Paper targets must have 2 A's or 4 shots anywhere to be neutralized

○ ○
SLUG STEEL
1 hits each from
both boxes 4
total each



BAY 3	RO NOTES:
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