

* STAGE SIX

You only had one job and I was limited *

RULES: YES

COURSE DESIGNER: *AWillis*

START POSITION: Shooter #1 (s#1) Standing with loaded handgun, rifle, and shotgun on table. No firearm can have more than 10 rounds loaded to start. You can reload but no more the 10 round in any mag at any time. Shooter #2 standing behind shooter #1 with unloaded pistol on table.

STAGE PROCEDURE

Shooter #1: Engage steel with shotgun only, Full paper with pistol only, and ½ scale with rifle only. No magazine can have more than 10 rounds each in them. (yes that means you to open shotgun shooters) all other shotguns loaded to division capacity. All guns must be **completely empty** before placed back on the table. Then the shooter will tag his partner. (2 gunners must shoot the ½ scale targets as their middle array. So pistol, rifle, pistol. Ground the pistol empty on the table engage rifle targets then pick up pistol and load to engage remaining targets.) 1 gunners shoot any order just 10 rounds per mag Place empty pistol on table to tag partner.

Shooter # 2. Comes up to table and load pistol and engage your only target You can load your magazines to division capacity because you will need it.

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

SCORING

SCORING : IMG

TARGETS:8 Falling Steel (S #1)
10 ½ scale (S#1)
6 full size paper(S#1)
Mystery target (S#2)

SCORED HITS: IMG

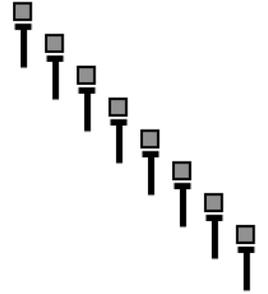
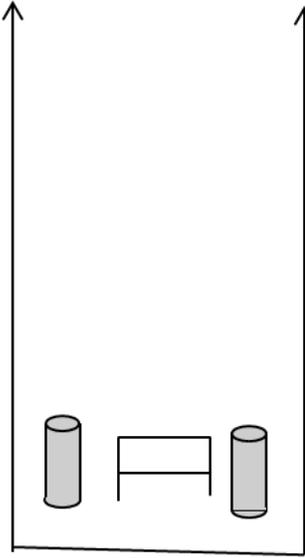
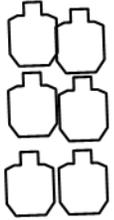
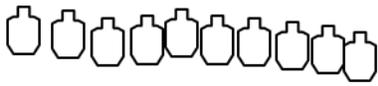
START-STOP: Audible - Last shot

PENALTIES: YES

Paper targets are 1 A or 2 C,D

#2 shooters target must be knocked off of target stand or shattered. Graze is a miss. If shooter #2 does not neutralize their target it is a 45 second penalty

If shooter 1 shoots #2 shooters only target it is 60 sec penalty



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BAY 6	RO NOTES:
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