

Stage 2- Rifle, Shotgun, Pistol (Options) V.2

GUN READY CONDITION: Rifle (if used) loaded to Division capacity, safety on, pointed at orange cone. Pistol (if used) loaded to Division capacity, holstered. Shotgun (if used) loaded to Division capacity, safety on, placed muzzle down in barrel of choice.

STAGE PROCEDURE: Starting in shooting box, rifle or pistol, engage paper targets. If starting with rifle, when finished, dump rifle, empty, bolt open or safety on in barrel. Retrieve shotgun and engage all steel targets (or continue with pistol). If starting with pistol for paper and transitioning to shotgun for steel, dump pistol in pistol bucket, empty, slide open or in safe condition. If starting with shotgun, 2- 3 Gun Nation targets only may be engaged with slug, all steel with bird shot or pistol. All shots must from within fault lines.

TARGETS: 13 ISPC mini-torso targets (pistol or rifle only), 2 – 3 GN targets (slug, pistol or rifle) 12- KO steel, 1-Texas Star, 1 Flipper.

SCORED HITS: one hit center or two hits anywhere-paper, all steel down (KO steel if shot by pistol, if hit, not down and turns to edge is scored hit). Flipper must rotate or 60 second penalty. 1 hit on 3 GN target w/slug.

RULE: Latest 3 Gun Nation

NOTE: All paper must be engaged with rifle or pistol (2- 3GN targets may be engaged with slug). All steel must be engaged pistol or shotgun. Stage may be shot with all pistol.

PAR TIME: 120 seconds **WALK THRU-** 5 minutes

ROUND COUNT: Various combinations are possible. If all pistol-50 rounds. Pistol & shotgun -30 pistol, 19 shotgun. Rifle & shotgun- 30 rifle, 19 shotgun. Shotgun- 2 slugs for option on 2-3GN targets only.

