

Stage 5- Shotgun, Rifle

STARTING POSITION: Rifle loaded, safety on, staged on table (trigger guard on table), shotgun empty, safety on, port arms, starting with heels on XX

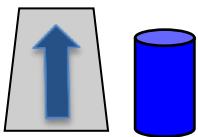
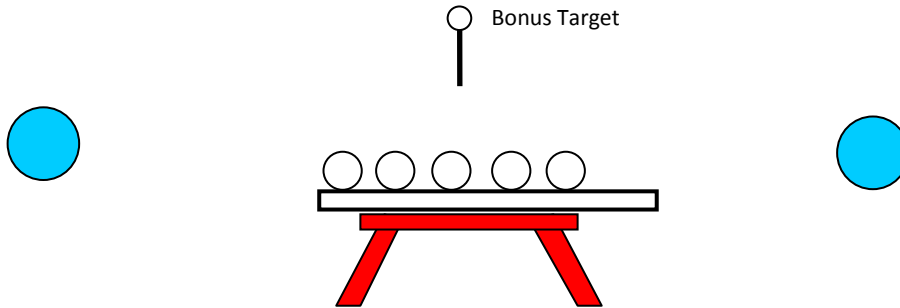
STAGE PROCEDURE: At signal, engage 2 aerial birds from each thrower (thrower activated by hand push on switch), ground shotgun in either barrel, safety on or empty. Retrieve rifle, using bench engage 5 plate rack and 2 steel plates. Bonus target is 6 inch auto reset.

SCORING: Times plus Penalties

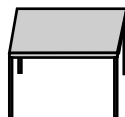
TARGETS: 4 aerial clay birds, 5 steel KO-plate rack, 2-hanging steel, 1 bonus steel auto reset.

Penalties: aerial clay miss: +2.5 FTE 100 yd+: +5sec
MOT 100 yd+: +10 sec.

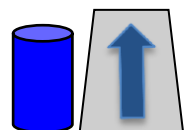
Bonus: -10sec



Clay Bird
Thrower



XX



Clay Bird
Thrower