

<p>Targets... 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)</p> <p>Scoring...Shots unlimited, 5 strings each gun</p> <p>Scored Rounds... 5 for pistol 6 for rifle</p>	<p>Start Position...Low ready, elbows touching ribs of shooter.</p> <p>Start Signal...Audible</p> <p>Stop Signal...Last shot fired</p> <p>Scored...Time + penalties</p>
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Procedure... Shooter standing in Box.

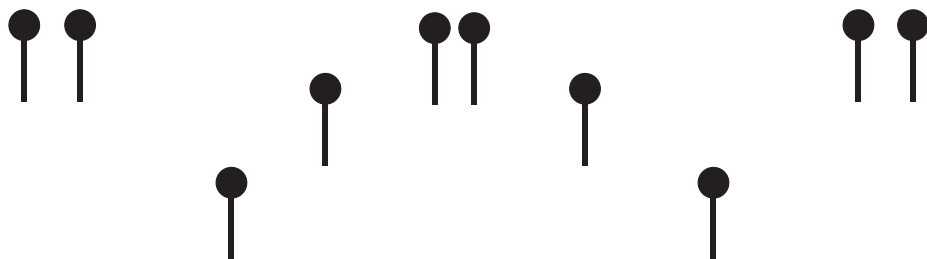
At Signal...

Shooter engages plates in any order.
The designated Stop Plate must be engaged last.

Penalties...

5 Seconds each missed plate
30 Seconds missed Stop Plate
A maximum of 30 seconds for each string

QUICKY

**Targets...**

10 clay targets.

Scoring...Shots limited

Scored Rounds...

10 for rifle ONLY

Start Position...Seated in chair.

Start Signal...Audible

Stop Signal... Last shot fired

Scored...Time + penalties

Procedure... Shooter seated in chair.

At Signal...

Shooter will engage the clay targets in any order while seated.

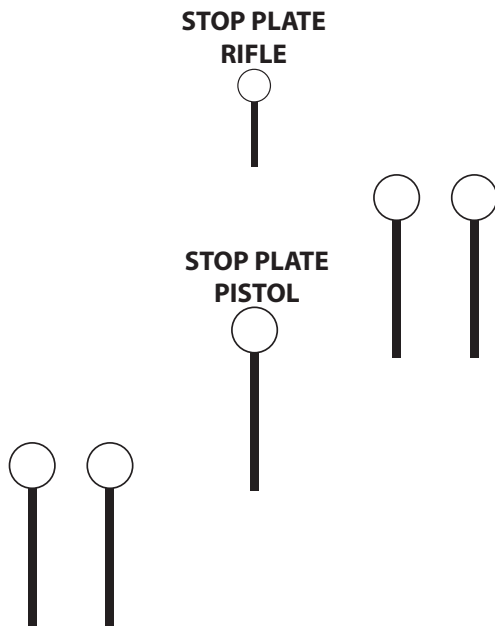
ONLY ONE STRING.

Penalties...

5 Seconds each missed clay target.

A maximum of 30 seconds

SHOOT the BIRDIE



Targets...

5 plates for pistol (5 hits per string)
6 plates for rifle (6 hits per string)

Scoring... Shots unlimited, 5 strings each gun

Scored Rounds...

5 for pistol
6 for rifle

Start Position... Low ready, elbows touching ribs of shooter.

Start Signal... Audible

Stop Signal... Last shot fired

Scored... Time + penalties

Procedure... Shooter standing in either Box.

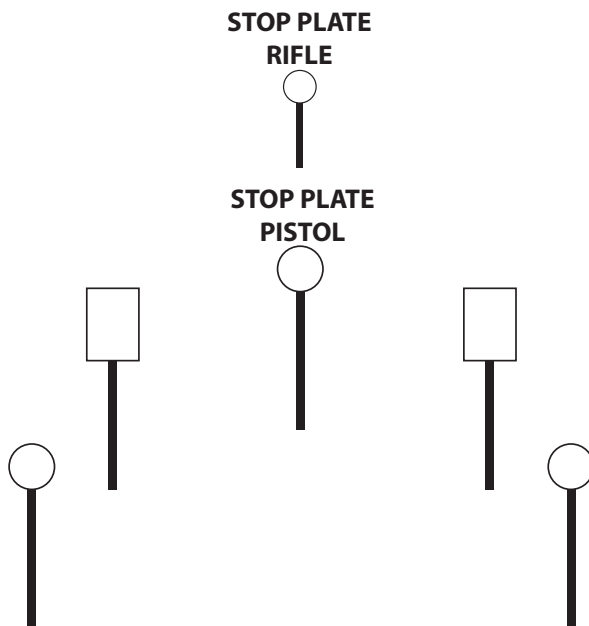
At Signal...

Shooter engages plates in any order from either box. Shooter must engage at least 1 plate from each box per string. The designated Stop Plate must be engaged last.

Penalties...

5 Seconds each missed plate
30 Seconds missed Stop Plate
A maximum of 30 seconds for each string

SPEED BUMP



<p>Targets... 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)</p> <p>Scoring... Shots unlimited, 5 strings each gun</p> <p>Scored Rounds... 5 for pistol 6 for rifle</p>	<p>Start Position... Low ready, elbows touching ribs of shooter.</p> <p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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Procedure... Shooter standing in Box.

At Signal...

Shooter engages plates in any order from anywhere in box.
The designated Stop Plate must be engaged last.

Penalties...

5 Seconds each missed plate
30 Seconds missed Stop Plate
A maximum of 30 seconds for each string

YOUR CHOICE