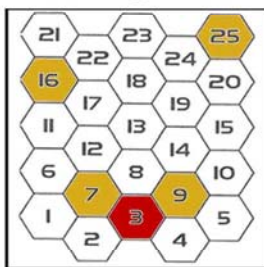
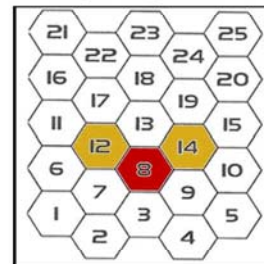


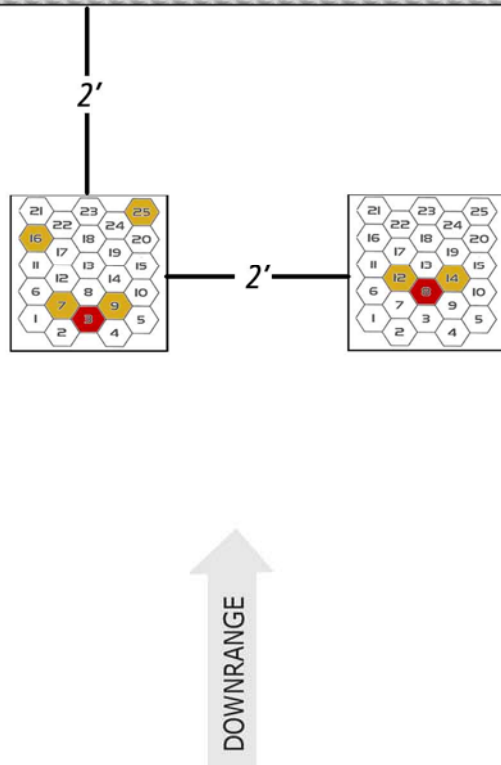
**Target Map**
**Small Target Stand**

**SHOOT**

**NO-SHOOT**

**Large Target Stand**

**Score Card**

Shooter Name	Practice Rounds										Times to Upload			

NOTE: Practice as much as needed then record your three best times in the last column labeled 'Times to Upload'.

**Range Map**


Range diagram: Not drawn to scale


**Shooter Instructions**

Stand in area C with arms relaxed at your side with the airgun holstered at your hip. At the tone, draw and engage the targets from right to left while moving across areas C, B and A. At least one target must be knocked down while shooting from each area. All 6 gold targets must be knocked down.

**Penalties:**

- Moving before the tone.
- Hovering your shooting hand over the airgun.
- Shooting or knocking down a no-shoot.
- Not shooting targets down from all three areas.

Procedural: 1 second penalty

No-shoot: 1 second penalty per target added to the elapsed time for that course of fire.

- Start Position:** Area C
- Movement:** Right to left. C to B to A.
- Gun Location:** Holstered
- Gun Condition:** BB chambered, magazine in, hammer cocked, safety on.
- Target Stands:** 2 set on end. Centered. 2 feet apart and 2 feet off back line.
- Targets:** 6 Gold shoots; 2 Red No-shoots.
- Shot Sequence:** Shoot targets from right to left. At least one target must be knocked down from each area.
- Ammo** A total of 25 BBs.