

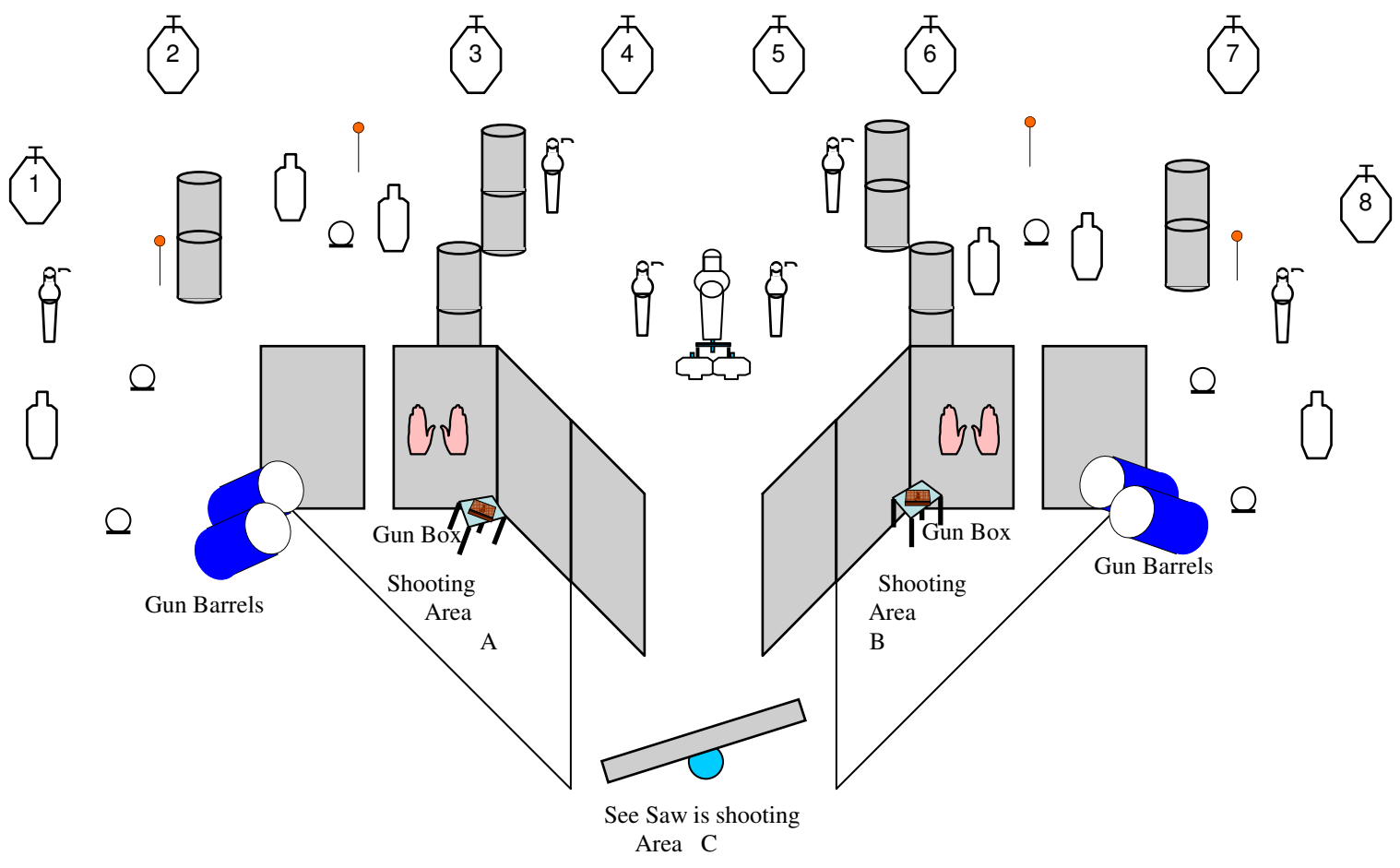
1 Pistol/Shotgun/Rifle 3 Gun "Fun Fair"

RULES: IMA

COURSE DESIGNER: Michael Craig

START POSITION: Handgun Loaded and holstered per rulebook, Rifle & Shotgun loaded per IMA rule 1.9 & in gun barrel of choice. Hands respective marks on wall.

STAGE PROCEDURE	SCORING
<p>Upon start signal engage targets as they become visible from within the fault lines.</p>	<p>SCORING: Time plus TARGETS: Rifle 8 IPSC Classic, Handgun 8 USPSA Metric Shotgun 7 PP, 6 plates, 4 Claybirds</p>
<p>Engage Metric targets with Handgun only Engage Steel plates, poppers and Claybirds with shotgun only Engage Classic targets with rifle only</p>	<p>SCORED HITS: 2 to neutralize paper targets Steel down and 1 BB to break CB</p>
<p>Popper in Zone C will flop up two Metric pistol targets</p>	<p>START-STOP: Audible - Last shot PENALTIES: Per rule book</p>



<p>SETUP NOTES:</p>	<p>RO NOTES: Remind competitors of 180 rule Remind competitors which guns on which targets Steel or Claybirds engaged with wrong gun will be scored as FTE and a procedural.</p>
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