

STAGE 4 BAY 8

Rifle/Shotgun

“LET IT RING”

RULES: IMGA, Latest Edition

COURSE DESIGNER: Michael Craig

START POSITION: Rifle & Shotgun loaded and ready per IMA Section 6 and grounded in barrel of choice per IMA 1.9 Shooter in start box A. At start signal shooter may retrieve gun of choice. **REMINDER-NO STEEL CORE BULLETS ON STEEL- RO WILL CHECK WITH MAGNET.**

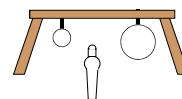
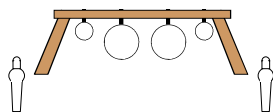
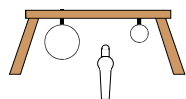
STAGE PROCEDURE: Upon start signal engage all targets as they become visible from within the fault lines. Competitor may choose to start with rifle or shotgun.

- With Rifle engage the 4-12in steel, 4-8in steel and 4-14in mini auto poppers through ports outlined in red. Steel plates must be hit once to score and auto popper knocked down to score. Auto Poppers will reset immediately after being hit.
- **NO STEEL CORE BULLETS ON RIFLE STEEL. DQ**
- With shotgun birdshot engage 10 steel plates and 4 Clay-birds. Steel must fall and 1 BB hit to break birds.
- When finished with one firearm you must ground it in barrel unloaded or in a safe condition IMA 1.9 before retrieving another firearm.
- Handguns can be bagged or cased during this stage to prevent any potential dropped handguns.

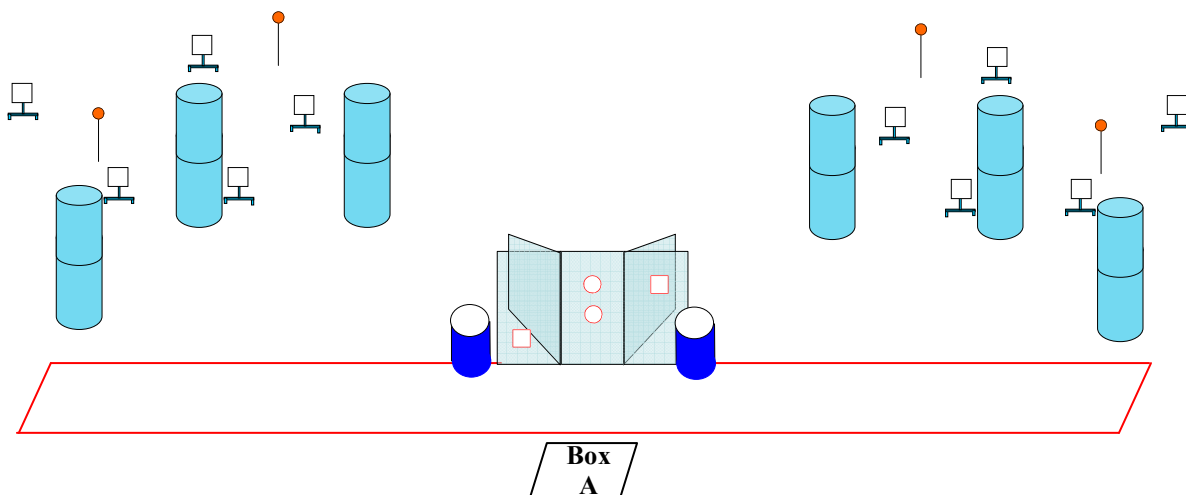
SCORING: Time Plus IMA 9.1-9.2
TARGETS: Rifle Steel 12
 Shotgun - 4 Claybirds
 10 Plates

SCORED HITS: Time Plus Method
START-STOP: Audible - Last shot
PENALTIES: Time Plus Method
REMINDER: NO STEEL CORE or STEEL JACK-ETED BULLETS TO BE USED ON STEEL TARGETS. DAMAGE TO STEEL WILL RESULT IN A FINE ON A TARGET BY TARGET BASIS. A MAGNET HAS BEEN PROVIDED TO R.O. TO CHECK AMMO.

IF YOU DO NOT HAVE LEAD CORE BULLETS DO NOT SHOOT AT THE RIFLE STEEL.



100 yard Line



SETUP NOTES: Rifle targets should only be visible from respective port.

RO NOTES: