

STAGE 4 RANGE 8

Rifle/Shotgun

“BANG&CLANG”

RULES: IMGA, Latest Edition

COURSE DESIGNER: Michael Craig

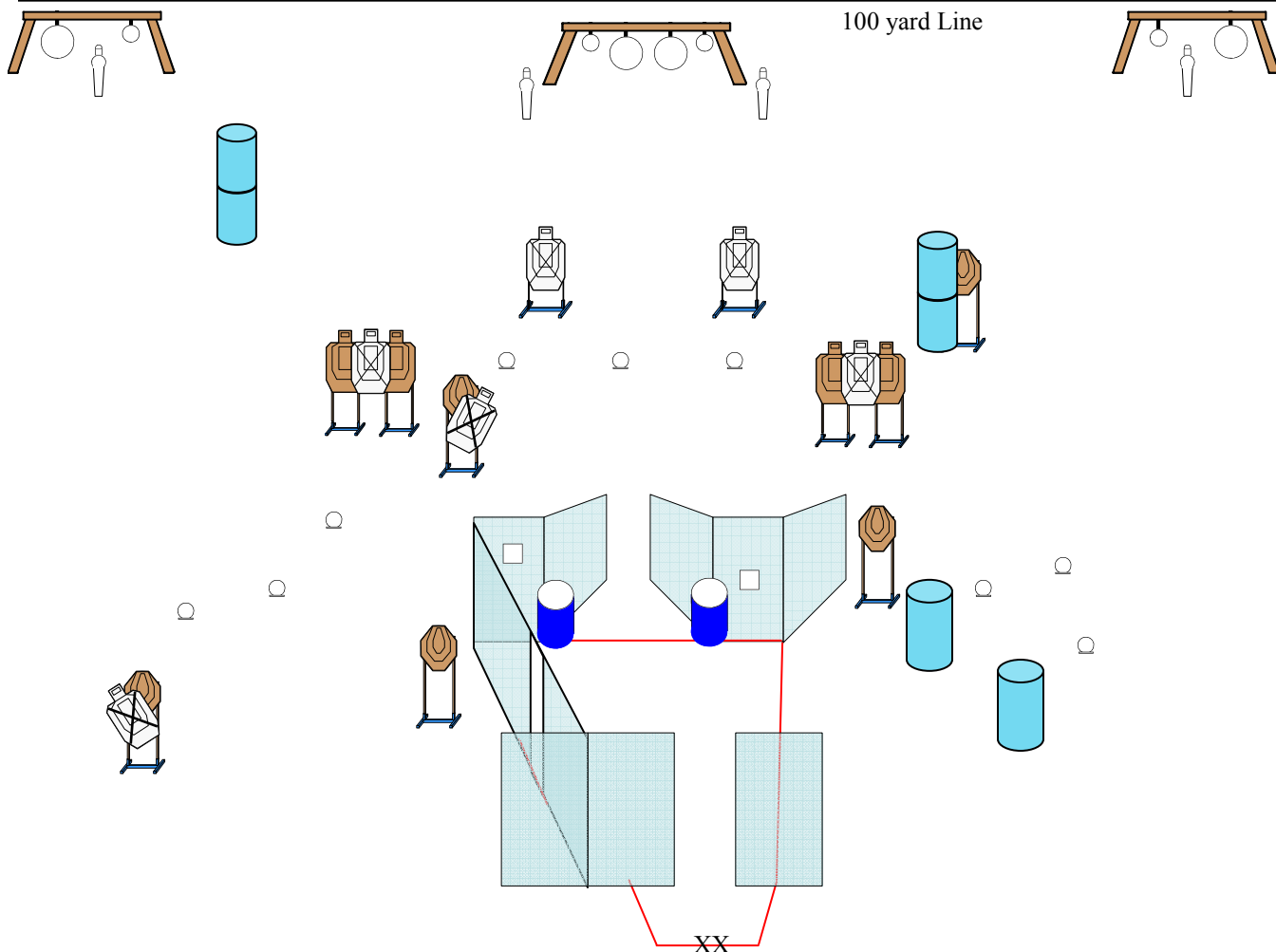
START POSITION: Rifle & Shotgun loaded and ready per IMA Section 6 and shotgun grounded in barrel of choice per IMA 1.9 Shooter to start with heels touching rear fault line, rifle at low ready. **REMINDER-NO STEEL JACKETED OR STEEL CORE BULLETS ON RIFLE STEEL. RO TO CHECK WITH MAGNET.**

STAGE PROCEDURE: Upon start signal engage all targets as they become visible from within the fault lines.

- With Rifle engage 5 Classic IPSC targets and 4-12in steel, 4-8in steel and 4-14in mini auto poppers. 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 9 steel plates with birdshot and engage 4 Metric USPSA targets with shotgun slugs. Steel must fall to score.
- When finished with one firearm you must ground it in barrel unloaded or in a safe condition IMA 1.9 before retrieving another firearm. Only 1 gun per barrel.
- 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:** 12 Rifle Steel & 5 Classic Paper Targets
SHOTGUN: 9 Steel plates
 4 Metric targets with slugs.

SCORED HITS: Time Plus Method
START-STOP: Audible - Last shot
PENALTIES: Time Plus Method
REMEMBER: NO STEEL CORE or STEEL JACKETED BULLETS TO BE USED ON STEEL TARGETS. DAMAGE TO STEEL WILL RESULT IN A DQ. A MAGNET HAS BEEN PROVIDED TO RO TO CHECK AMMO. IF YOU DO NOT HAVE LEAD CORE BULLETS. DO NOT SHOOT AT THE RIFLE STEEL.



SETUP NOTES:

RO NOTES: