

Wailing about all the walls

COURSE DESIGNER: Vince Sargentini

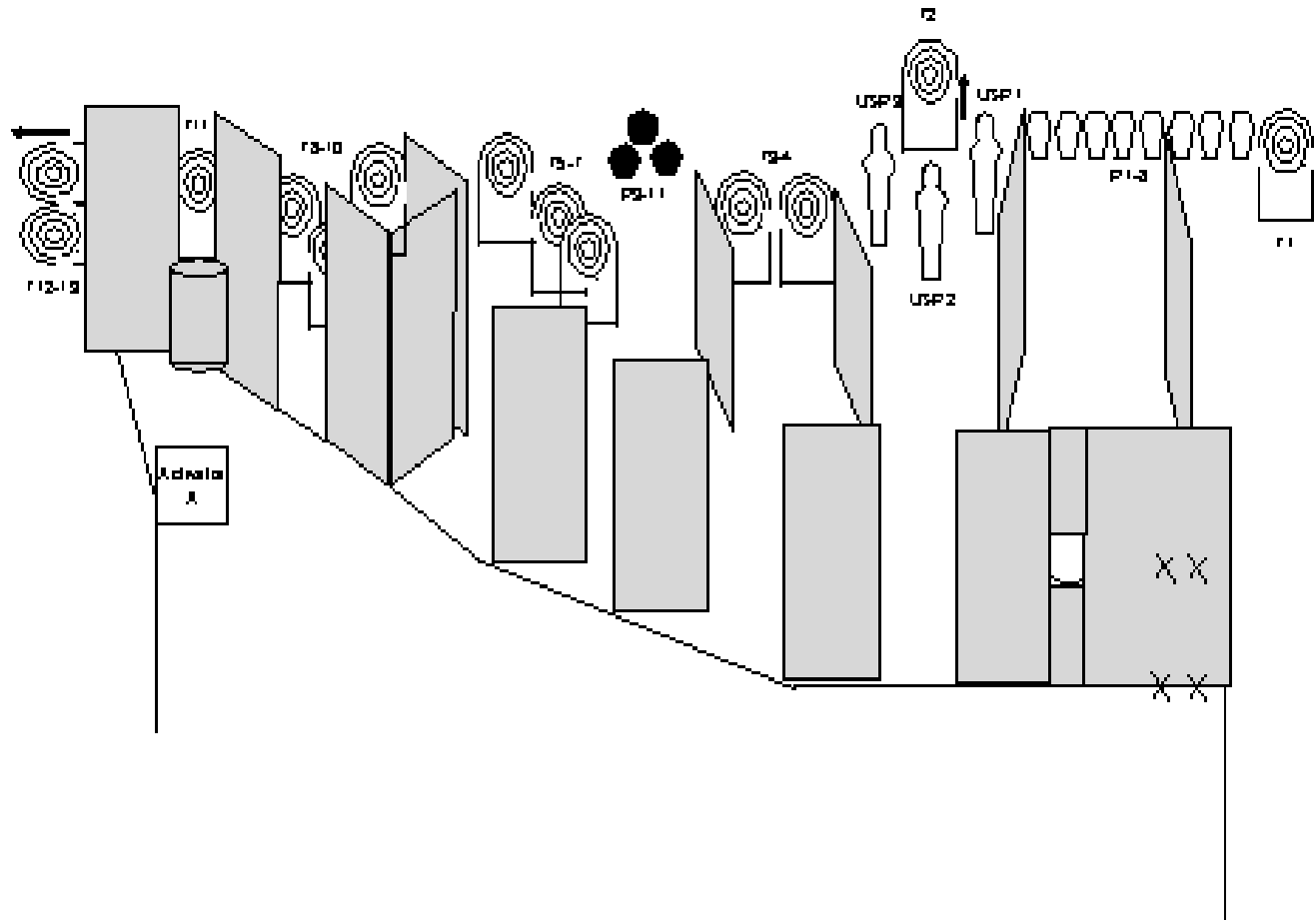
START POSITION: Gun loaded in holster. Toes and palms of hands on respective X's.

STAGE PROCEDURE

Upon start signal engage all targets as they become visible from within fault lines. Note that T2 is activated by USP2. Targets T12 and T13 are activated by Activator A.

SCORING

SCORING: Shots Unlimited, 40 rounds
TARGETS: 13 Paper, 3 USP, 11 P
SCORED HITS: Best 2 per Paper, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. +10 Secs
Miss. +5 Secs



SETUP NOTES: Make sure that T2 is out of the sight of the shooter unless activated by USP2. All steel should be painted after each shooter as P9-11 are static and do not fall.

RO NOTES: