

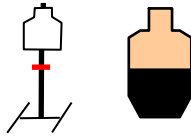
Team Match Rifle 1

Go fast, but not too fast

Stage designer - Steve Miranda

Targets:

6 Silhouette steel plates
2 USPSA Full Size Targets



Minimum rounds 16 Rifle each competitor

Round Count	Competitor 1	Competitor 2
Pistol	16	16

Paper must be neutralized with 4 hits anywhere in the scoring zone (2 per competitor)
Steel must ring 4 times to score (2 per competitor)

Gun Ready:

Rifle, loaded with safety engaged, at low ready, spare magazines staged on table.

Stage procedure:

Competitor 1 Starting standing in Box A. At start signal, engage 2 paper targets with two hits each and steel targets with two hits each in any order. Unload and show clear, insert chamber flag.

Competitor 2 Starting standing in Box A. At start signal, engage 2 paper targets with two hits each and steel targets with two hits each in any order. Unload and show clear, insert chamber flag. Competitor 2 may make up misses by competitor 1.

Times for both shooters are added together for the stage time. Total hits are 4 per paper target and 4 per steel target.

Penalties:

One (1) 5 second penalty for FTN steel or paper targets

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