

Team Match Shotgun 1

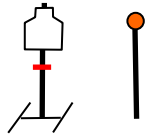
Steel and Clay

Stage designer - Steve Miranda

Targets:

4 Silhouette steel plates

8 Clay birds on stands



Minimum rounds 8 Shotgun each competitor

Round Count	Competitor 1	Competitor 2
Shotgun	6	6

Clays must break and steel must ring once to score

Gun Ready:

Shotgun, loaded with safety engaged, at low ready, spare shells staged on table.

Stage procedure: (separate starts)

Competitor 1 Starting standing in Box A. At start signal, engage targets on the left side of the barrels as required to score. Unload and show clear, insert chamber flag. Move to the rear.

Competitor 2 Starting standing in Box B. At start signal, engage targets on the right side of the barrels as required to score. Unload and show clear, insert chamber flag.

Times for both shooters are added together for the stage time. Total hits are one per steel target and all clays.

Penalties:

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

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