

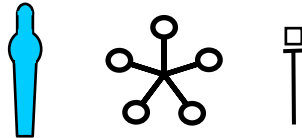
Team Match Shotgun 2

Somebody go first

Stage designer - Steve Miranda

Targets:

- 2 - Poppers
- 1 - Texas Star
- 7 - Falling steel plates



Round Count	Competitor 1	Competitor 2
Shotgun	7	7

Falling Steel, Poppers and Texas Star steel must fall to score

Gun Ready:

Competitor 1 - Shotgun, loaded with safety engaged, at low ready, spare rounds staged on table.

Competitor 2 – Shotgun, loaded with safety engaged, staged in barrel at free fire zone, spare rounds staged on table.

Stage procedure:

Competitor 1 Starting standing in Box A facing downrange

Competitor 2 Starting standing in Box B with hands above shoulders

At start signal, Competitor 1 will engage targets on the right side of the wall as required to score. Upon completion, Competitor 1 will safely abandon shotgun in dump barrel and retreat to touch the hand of Competitor 2. Competitor 2 will retrieve shotgun from barrel and enter free fire zone to engage falling steel targets. Time will stop at the last shot of Competitor 2.

Penalties:

One (1) 5 second penalty for each steel target remaining

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