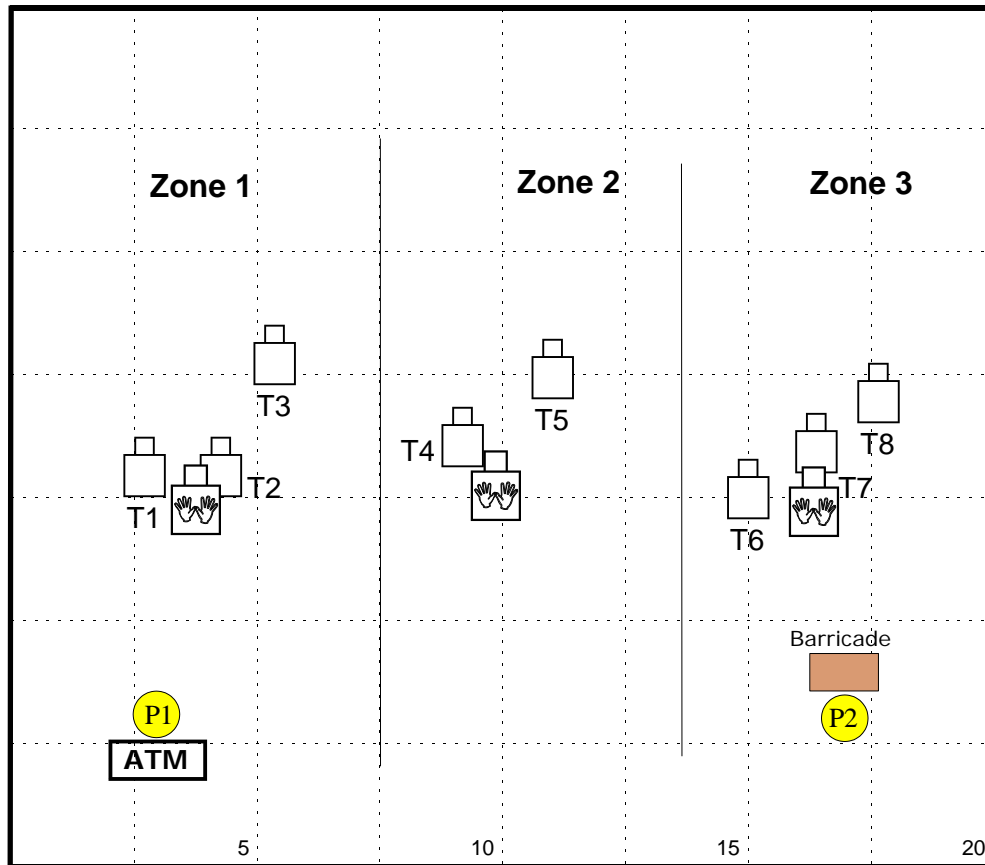


Range Masters “Fun” Shoot

Stage 1 “ATM Blues”



Round Count:

String 1 = 18 minimum
 String 2 = 3 minimum
 (21 minimum for the Stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are scored
 after the shooter
 completes all strings.

String 1: Shooter starts at **P1** with their back to the targets with a wallet/purse in one hand and a credit card in the other.

- At the buzzer, **drop the wallet/purse and credit card, turn, draw and engage** targets **T1 - T3 (Zone 1)** with **2 rounds** to each **body** and **1 round** to each **head**. (See notes.)
- **While moving to P2**, engage **T4 & T5 (Zone 2)** with **2 rounds** to each **body** and **1 round** to each **head**.
- When at **P2**, from **either side of the barricade** and with the **proper use of cover**, engage **T6 -T8** with **1 round** to each **head**.
- Reload as necessary.

String 2: Shooter starts at **P2**.

- At the buzzer, **draw**, and from **either side of the barricade** and with the **proper use of cover**, **engage** targets **T6 - T8** with **1 round** to each **head**.
- Reload as necessary.

Notes:

- **On String 1**, at the buzzer, **T1** and **T3** will start moving towards the shooter.
- **Prior to String 2**, the SO will check for missed head shots to **T6, T7** and **T8**.