

## UDPL 3-Gun COFs for August 20, 2005

STAGE ONE THE BARN

WEAPONS SHOTGUN & PISTOL

ROUNDS 12 PISTOL 12 BIRD

SCORING VICKERS

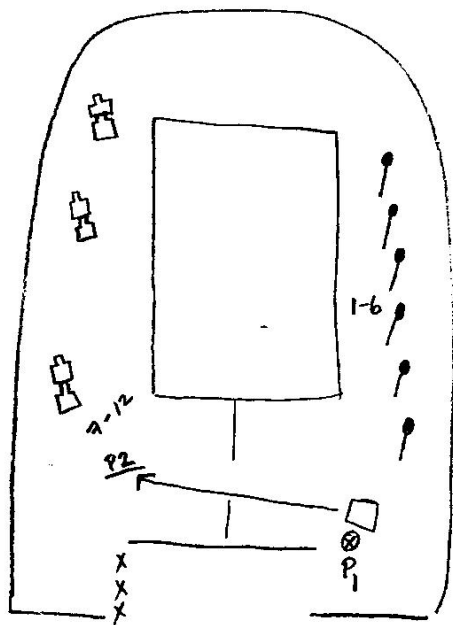
PROCEDURE

SHOTGUN <sup>(P1)</sup> Hit tgts 1-6 2 times each

Put DOWN SG

Go to P2

Pistol Hit tgts 7-12 2 times each



STAGE TWO BACKYARD

WEAPONS PISTOL & SHOTGUN

ROUNDS 12 PISTOL, 12 SHOTGUN

SCORING VICKERS

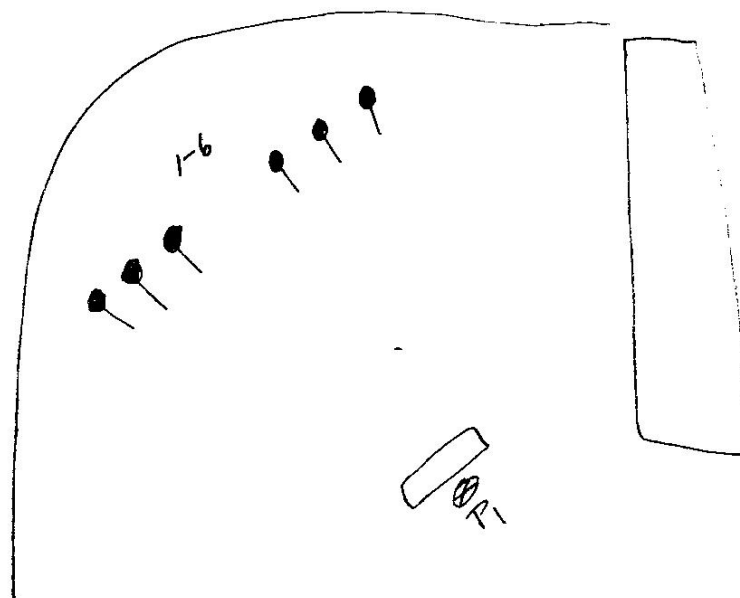
PROCEDURE: Hit 1-6 2 times each any  
ORDER WITH PISTOL.

Put DOWN pistol pointing safe direction

Pick up SHOTGUN

Hit 1-6 2 times each

SO's: make sure the shooter gets 2 hits pistol ea. plate



### STAGE THREE CITY LIMITS

WEAPONS ALL

ROUNDS 12 Pistol, 6 Shotgun, 15 Rifle

Scoring VICKERS

PROCEDURE Pistol: tgts 1-4  $\geq$  3 times each

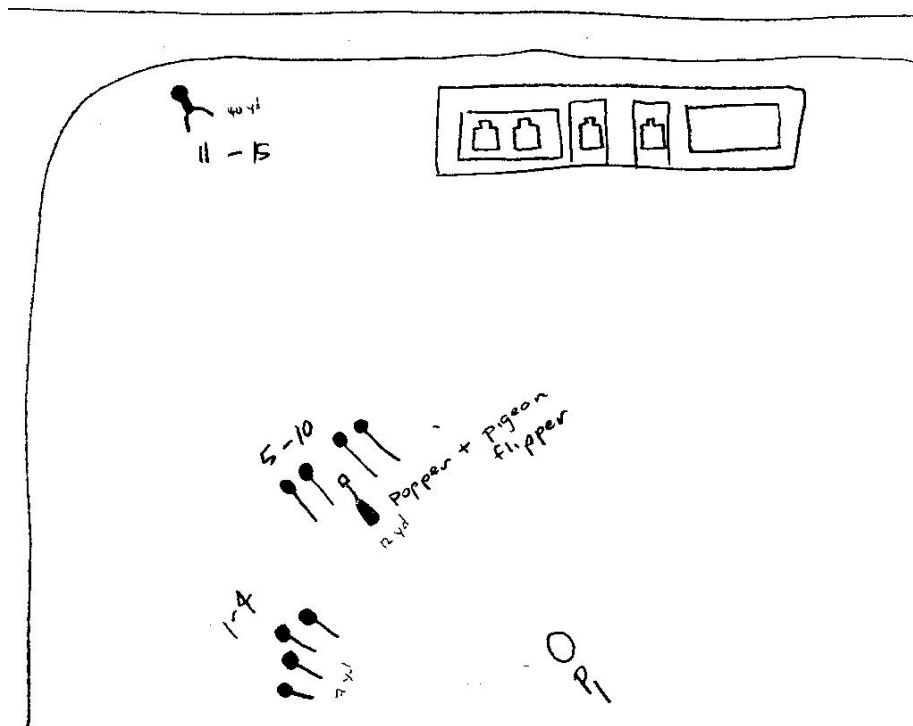
Shotgun: tgts 5-10 one time ea.

(falling steel must fall, bird hit mid-air)

rifle: tgts 11-15  $\geq$  3 times ea

notes: ① When finished with a weapon, put it down  
pointing downrange

② Clear all weapons asap



### STAGE FOUR THE WALL

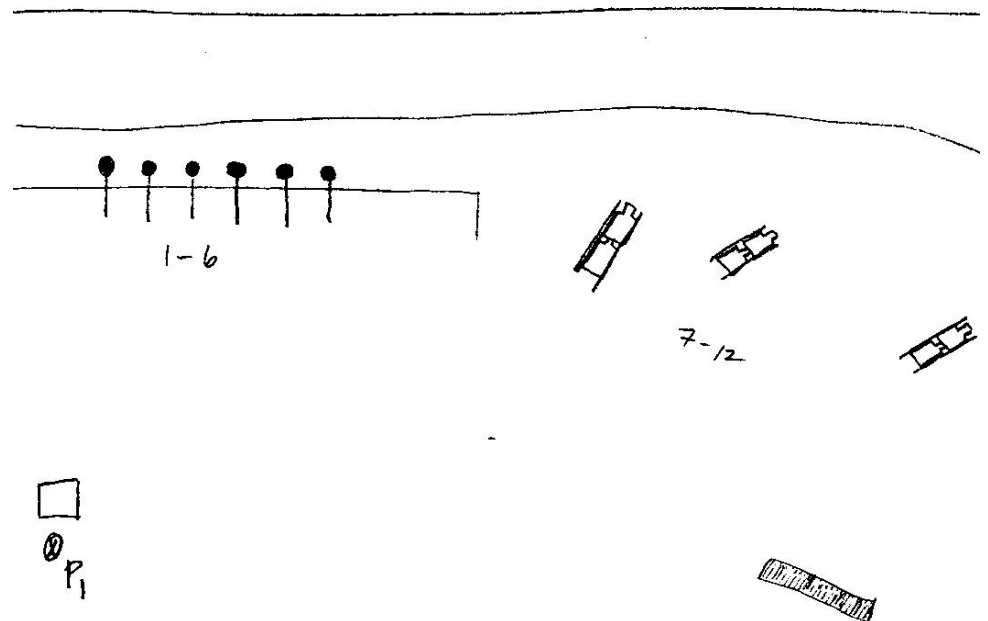
WEAPONS SHOTGUN & Rifle

ROUNDS 12 BIRD, 12 Rifle

Scoring VICKERS

PROCEDURE Hit tgts 1-6 2 times each with  
Birdshot

Rifle Hit tgts 7-12 2 times each



# STAGE FIVE THE GULCH

WEAPONS ALL

ROUNDS 15 Pistol 2 slug only 18 Rifle

SCORING VICKERS

PROCEDURE Weapons loaded on safe. Pistol in holster

Draw Pistol & Hit 1-5 3 times each

Put Down Pistol Pointing downrange P/u Shotgun

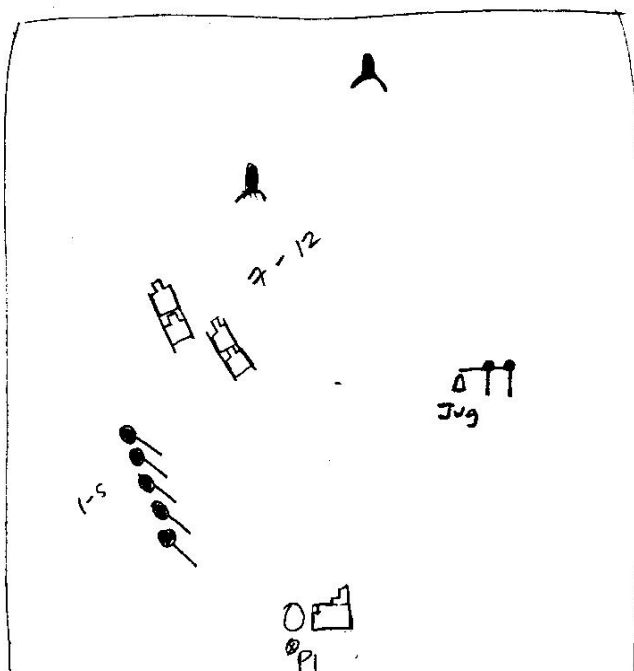
SHOOTER GETS 2 chances to hit the water jug only,\*

Put Down SG Pointing downrange P/u Rifle

Hit 7-12 3 times each

\* you cannot re-engage jug with any other weapon

SE - clear ALL weapons ASAP



# STAGE SIX CORRAL ONE

WEAPON Rifle

ROUNDS 23

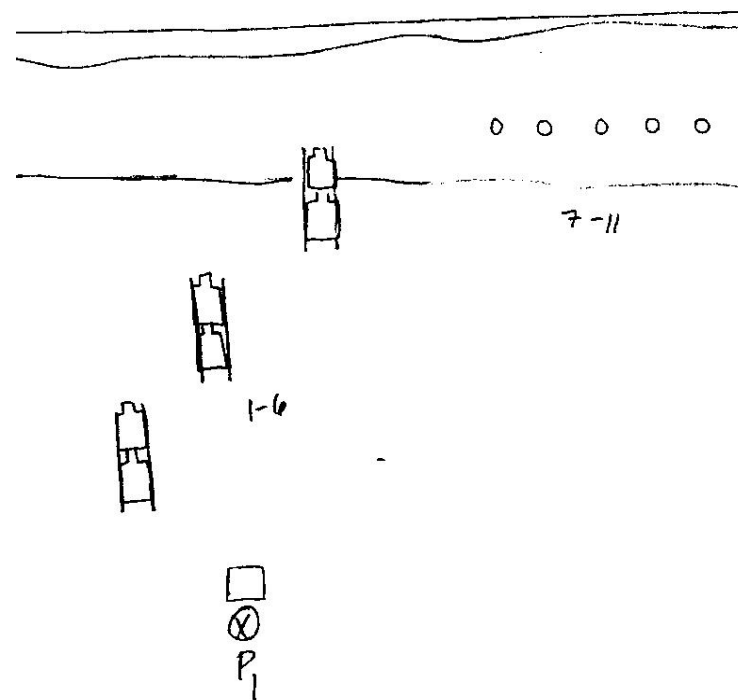
SCORING VICKERS

PROCEDURE Hit 1-6 2 times each in the body

AND one time each in the head,

Then chip or break all 5 clay birds

(in any order)



## STAGE SEVEN CORRAL #2

WEAPON Pistol

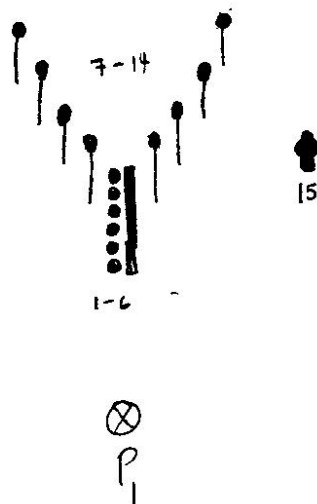
ROUNDS 24

SCORING VICKERS

PROCEDURE - HIT 1-6 (TREE) plates must move for credit

- HIT 7-14 2 times each

- HIT 15 2 times before it falls



## STAGE 8 BACK 40

WEAPONS ALL

ROUNDS 16 Pistol, 8 BIRD, 1 SLUG, 8 RIFLE

SCORING VICKERS

PROCEDURE: RIFLE & SHOTGUN loaded (safe) at P2

Pistol at P1: Hit tgts 1-4 2 times ea.

go to P2, Hit tgts 5-8 2 times each.

Shotgun Hit tgts 9-12 2 times each

Bird shot only

Hit tgt 13 one time with slug

Rifle Hit tgts 14-15 FOUR times each

notes:

- ① Point Finished weapons downrange always
- ② clear all weapons ASAP

