## **Pirates and Ports**

RULES: Practical Shooting Handbook, Latest Edition COURSE DESIGNER: Joe

START POSITION: Crouched in Box A completely below wall, rifle completely empty in your support hand and sword in strong hand.

## STAGE PROCEDURE

Upon start signal retrieve magazine from treasure chest then engage clays from behind wall. All other targets may be engaged as they become visible from within the shooting areas. You must walk the plank when moving from bay to bay and when crossing the plank your rifle must be completely unloaded. The activator box activates two drop turned targets. They are disappearing targets and failures to neutralize penalties DO apply.

## **SCORING**

**SCORING:** Time Plus

**TARGETS:** 14 IPSC, 5 Clay Pigeons – 33 rnds

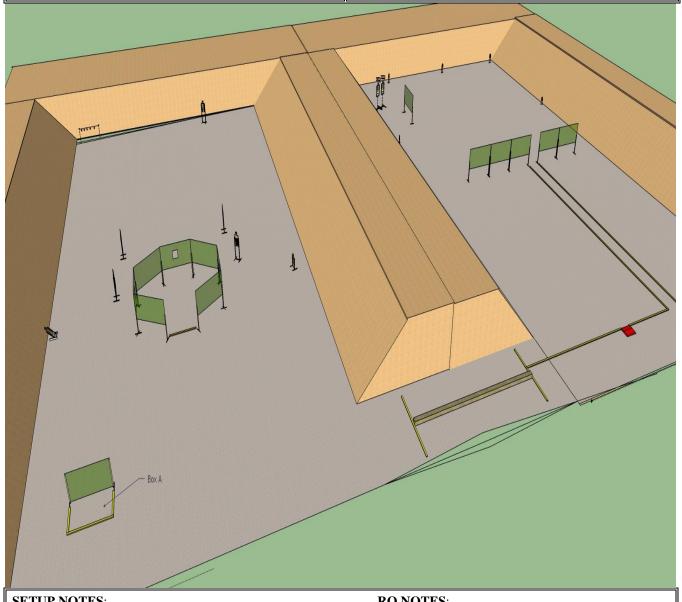
**SCORED HITS:** IPSC 2 Hits or 1A,

Clays need one Hit

**START-STOP:** Audible - Last shot **PENALTIES:** Procedural. +10

No-shoot hit. +10

Failure to Neutralize. +10



**SETUP NOTES:** Smaller targets in bay 4 are mini IPSC targets **RO NOTES**: