



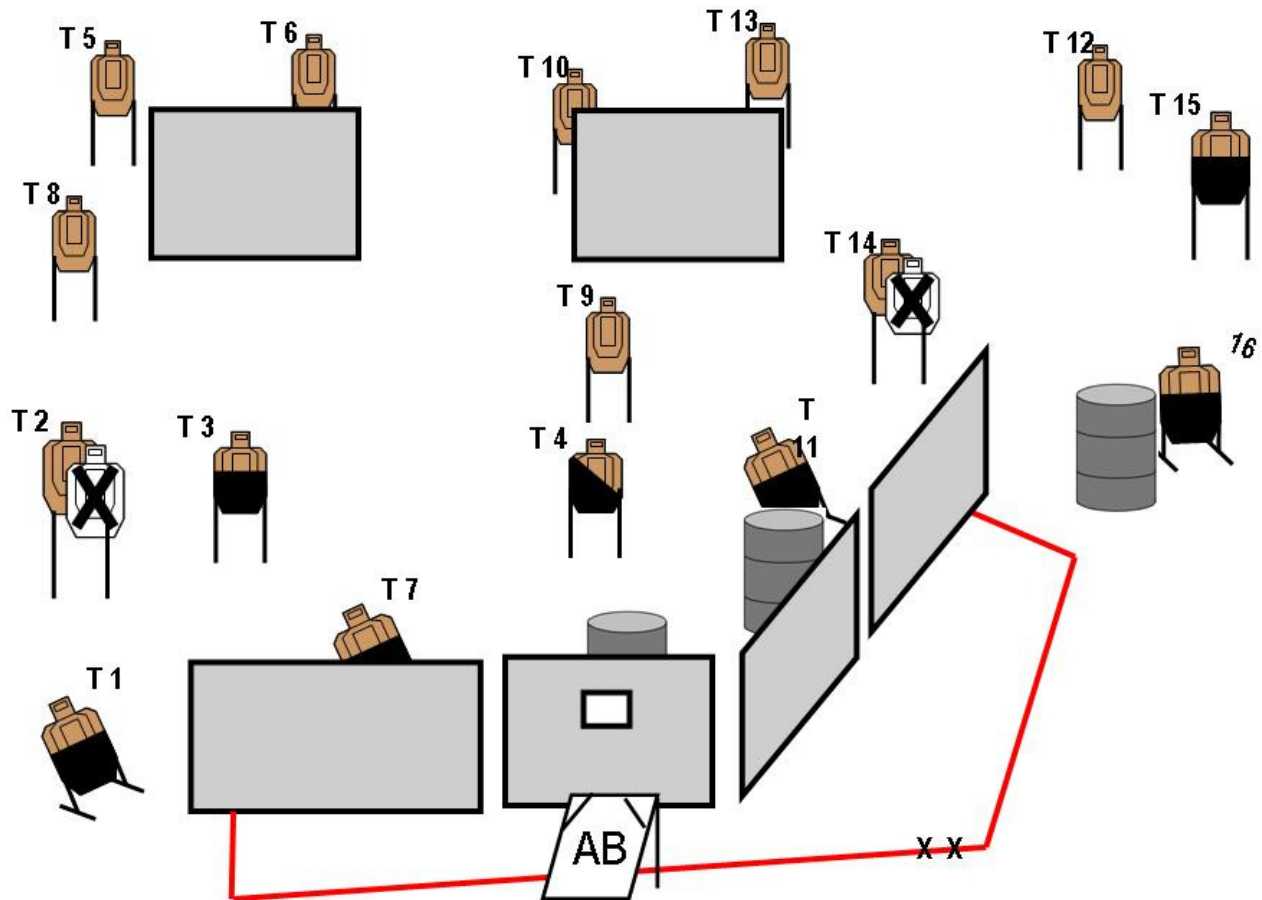
Lets Roll - Rifle



COURSE DESIGNER: Don Patterson, TY-55354, BSPSC

rev 071113 a2

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| START POSITION: Standing with heels touching XX. | SCORING: Time Plus 32 Rifle, |
| GUN READY CONDITION: Loaded rifle is port arm, per USPSA Current Edition. | TARGETS: 16 IPSC Metrics, |
| STAGE PROCEDURE: On signal, engage all paper targets with rifle, from within the designated shooting area, then place safe rifle AB, then move next bay to continue stage. | SCORED HITS: per match rules |
| | START-STOP: Audible - Last shot |
| | PENALTIES: Procedural. No-shoot hit. |
| | RULES: USPSA Current Edition |



Set up Notes:

- Back targets are partially obscured by walls
- .6 8ft walls, 1 with center port, 3 barrels

RO Notes:

- Safe rifle in AB before moving to next Bay
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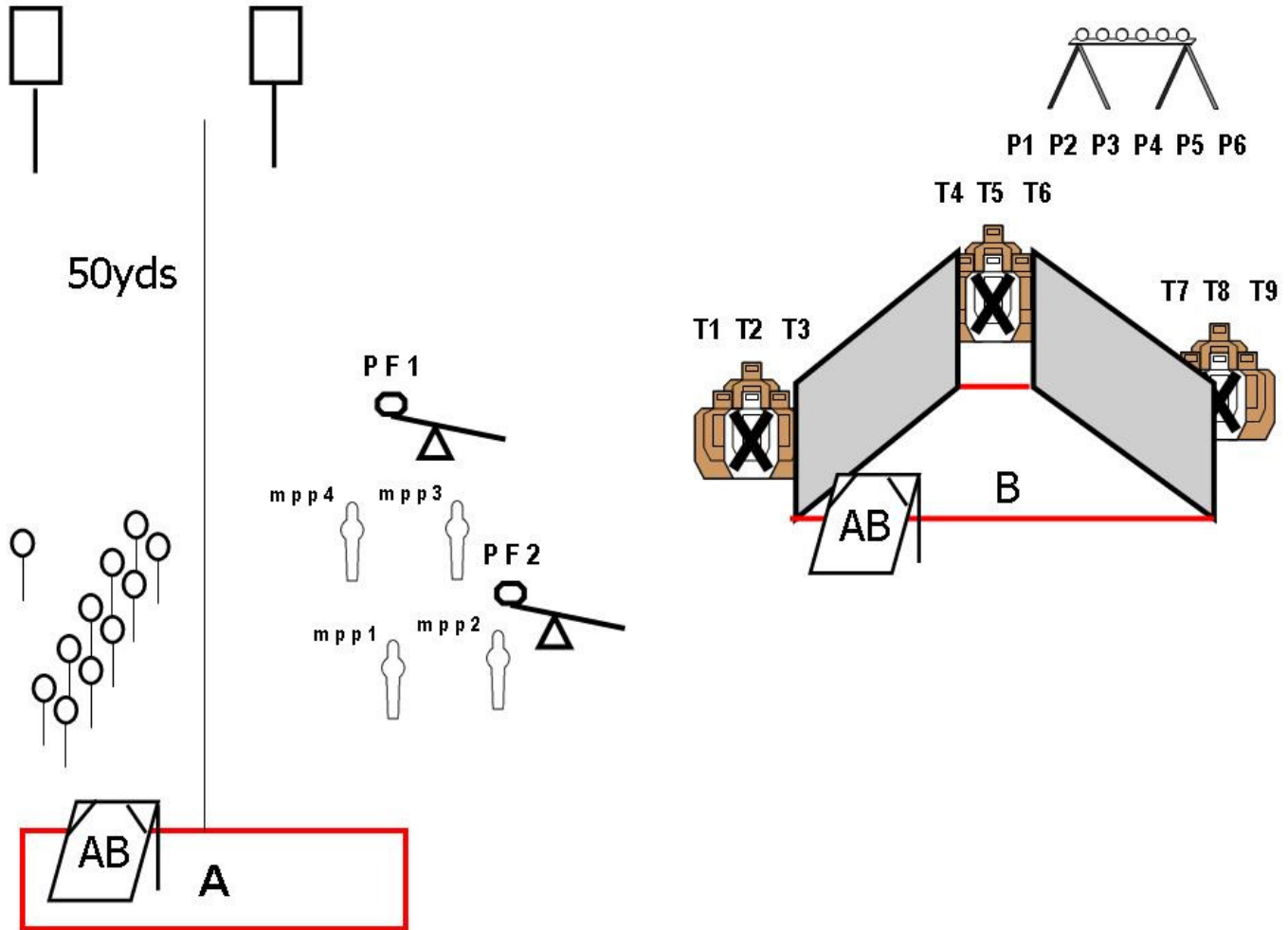
Lets Roll SG/P



COURSE DESIGNER: Don Patterson, TY-55354, BSPSC

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|--|--|
| START POSITION: Continue stage in Box A | SCORING: Time Plus 4 SG slugs, 17 SG birdshot, 24 Pistol |
| GUN READY CONDITION: Loaded SG is in AB box A with 4 Slugs only, Pistol is loaded and staged in AB at Box b, per USPSA Current Edition. | TARGETS: 9 IPSC Metrics, 2 steel 18x24 Plates 4 IPSC mini pepper poppers 2 Flying clay birds, 11 CB on stands |
| STAGE PROCEDURE: Continue stage in Box A, retrieve SG loaded with Slugs engage 50yd steel rectangles with 2 slugs each, then load Birdshot and engage remaining targets. Then safe SG in AB and move to box B, retrieve Pistol engage targets as they become visible from within Box B. | SCORED HITS: per match rules START-STOP: Audible - Last shot PENALTIES: Procedural. No-shoot hit. RULES: USPSA Current Edition |



Set up Notes:

- Set SG steel at least 16 ft from nearest fault line.
- Set Pistol steel 26 ft from nearest fault line
- 18x24 rectangles at 50 yds

RO Notes:

- SG loaded with 4 slugs only, additional slugs can be staged or on body. Flying birds are 5 sec Bonus
- 2 slugs per 18x24 rectangle, then birdshot remaining