



Side Match: Keeping Track



Round Count: 15

Target Distance: 4 to 10 yards

Targets Required: 3 Threat Targets

Props Required: None

Scoring Method: Limited Vickers Count

Starting Position: Standing facing down range at position P1 with BUG gun held at a low ready position.

Start Signal: Audible

Scenario: None. This is a skills test stage.

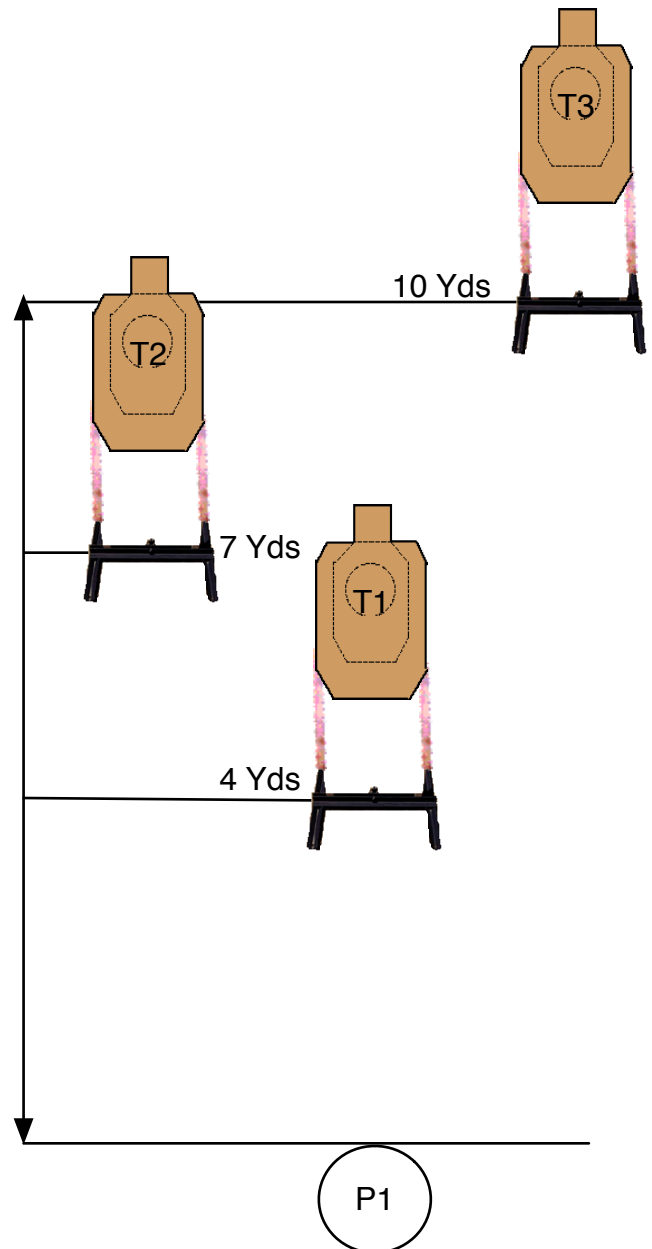
Procedure: Load to division maximum of five (5) rounds.

String #1: Shooter begins at position P1. On the start signal, shooter will engage targets T1 through T3 freestyle. All targets must be engaged in Tactical Sequence.

String #2: Same as String #1, except strong hand only.

String #3: Same as string #1, except weak hand only.

Scoring: T1 through T3 should each have 5 hits.



Notes: Position P1 is centered on target T1. Target heights should vary somewhat, and targets should be offset by 1 yard. The idea is that each target is engaged with at least one round in each string. The shooter can decide which target(s) to engage with the remaining 2 rounds in each string, keeping in mind that each target requires a total of 5 hits.