

## ■ PRACTICAL RIFLE & SHOTGUN COURSE

- Contact Calvin Martin, 416 922-5854 for a course. Maximum of 4 for each course. Each course will run from 9:00 am to 1:00 pm for 3 Saturdays.
- You must shoot several practical rifle and shotgun matches on Range 6 before you will be eligible for a course.

## ■ PRODUCED BY

- Started in an experimental way at Sharon Gun Club February, 1986 by Calvin Martin and Stephen Simpson. Ascertained problem areas and developed rules and techniques by running matches at Sharon every Saturday thereafter. Designed course. First course began at Sharon Gun Club February 6, 1987. 12 shooters qualified. Manual and subsequent modifications to the manual and the course produced and developed by Calvin Martin.
- Version 4/18/06

## ■ QUALIFICATION

- The course requirements and the reasons for such requirements are set out at the end of this manual.

## ■ COURSE REQUIREMENTS

- Fee to Sponsoring Gun Club.

## ■ Student gets:

- This manual, and upon successful completion, a practical rifle badge and/or a practical shotgun badge with a distinctive number.
- At Sharon Gun Club.
  - ✦ Right to shoot ahead of the line where others who have not had the training cannot. See Sharon Gun Club Range Rules.
  - ✦ When acting as Range Officer, the right to take non-qualified shooters through a match.

## ■ PRACTICAL RIFLE SHOOTING

- Defensive rifle shooting made into a target sport. DVC. Accuracy, power and speed as in pistol.
- Ranges from point blank to 300 meters.

## ■ PRACTICAL SHOTGUN SHOOTING

- Defensive shotgun shooting made into a target sport. Very little difference from rifle except for additional shooting start positions, reloading and the absence of ricochet problems when shot is used.
- Ranges from point blank to 100 meters.

## ■ PRACTICAL SHOOTING.

- We are members. Three disciplines.
- Practical pistol.
- Practical rifle.
- Practical shotgun.
- Members do not have to shoot all 3 disciplines.
- You can be a rifle competitor without being a pistol or shotgun competitor.

- You can be a shotgun competitor without being a rifle or pistol competitor.
- You can be a pistol competitor without being a rifle or shotgun competitor.
- **EQUIPMENT**
  - Generally no restrictions except for safety.
- **SAFETY - GENERAL HEADINGS.**
  - UNBOXING
  - MOVEMENT TO & FROM RACK
  - MOVEMENT TO RANGE
  - LOAD & MAKE READY
  - PREPARE TO DRY FIRE
  - RELOADING
  - MOVING
  - MUZZLE DIRECTION
  - FINGER
  - MOVING INTO POSITION
  - MOVING OUT OF POSITION
  - RELOADING WHILE MOVING
  - UNLOAD & SHOW CLEAR
  - MOVEMENT BACK TO RACK
  - BOXING
  - SAFETY OF NEIGHBOURS
  - COURSE OF FIRE
  - TARGET POSITION
  - BULLETS IMPACT IN BACKSTOP
  - ANGLES OF FIRE
- **SHOTGUN**
  - Same principles for rifled slugs. Different for shot.
- **BEHIND THE LINE**
  - **SAFETY AREA.**
    - ⊕ This is where you will take the rifle in its case to be unboxed.  
This is also where you will take the rifle to put it back in it's case.  
As in pistol, no ammunition will be handled on this table.
  - **SAFE DIRECTION**
    - ⊕ The safety area will have a safe direction into some backstop that will stop a bullet. Take it out of it's case, handle it, dry fire it and put it back into it's case all the while pointing it in that direction.
  - **UNBOXING**
    - ⊕ Make sure that your case is pointed so that when you open it and take out your rifle, the rifle is pointed in the safe direction.
  - **CARRY TO THE RACK**

- ✦ Rifle pointed straight up. Action locked open. Safety on where possible. Finger out of trigger guard. Magazine out where possible.
- **CARRY TO THE FIRING LINE**
  - ✦ Same as carry to the rack.
- **CARRY FROM THE FIRING LINE**
  - ✦ Same as carry to the rack.
- **CARRY TO THE SAFETY AREA.**
  - ✦ Same as carry to the rack.
- **BOXING**
  - ✦ Same principle with respect to your case as when you unbox your rifle. Case direction should be such that your rifle is pointed in the safe direction as you put it in the case.
- **RIFLE ON THE LINE**
  - **LOAD & MAKE READY**
    - ✦ Rifle pointed down range. Parallel to range floor. Action open. Safety on. Finger out of trigger guard. Insert magazine. Drop slide.
    - ✦ Take the magazine out. Insert extra round. Insert magazine. Make sure rifle is pointed down range and parallel to the range floor while this takes place.
  - **PREPARE TO DRY FIRE**
    - ✦ As in load and make ready except that the magazine is not inserted.
    - ✦ This is for various rifle drills where we do not want to actually fire a shot, just simulate the shot.
  - **NORMAL READY POSITION**
    - ✦ Loaded, cocked and safety on.
    - ✦ Finger out of trigger guard.
    - ✦ Hip level.
    - ✦ Parallel to range floor.
    - ✦ Pointing down range or at designated targets as directed by the range officer.
  - **MOVING INTO POSITION**
    - ✦ On the start signal you can remove the safety and move into position.
    - ✦ Muzzle direction. Make sure that barrel pointing down range unless targets not down range. Barrel parallel to range floor. Do not raise above parallel.
  - **MOVING OUT OF POSITION**
    - ✦ Muzzle direction. Draw rifle straight back. Do not raise or lower barrel from parallel position.
  - **MOVING FROM ONE POSITION TO ANOTHER**
    - ✦ Finger out of trigger guard.
    - ✦ Safety does not have to be on.

- ✦ Firearm pointing down range no matter which direction you are running, unless you are moving to targets you are to shoot, in which case firearms can be pointing towards those targets.
  - ✦ Barrel parallel to range floor.
  - ✦ Firearm held at pistol grip with right hand.
  - ✦ Stock of firearm supported by right forearm.
  - ✦ Left arm free.
- **SHOOTING INTO SIDE BERMS OR BACKSTOP**
  - ✦ No more than 20 degrees from perpendicular.
  - ✦ Otherwise, ricochet problems.
- **UNLOAD & SHOW CLEAR**
  - ✦ Safety on. Stand up if not already standing. Barrel parallel to range floor and pointing down range. Finger out of trigger guard. Remove magazine and hand to range officer unless you can conveniently put it away. Pull action back and lock it back. Let range officer see that chamber is clear. Hold rifle parallel to range floor and pointing down range for inspection. Do not move it around in an attempt to help the range officer inspect it. He can check it easier if you hold it still in the prescribed way.
- **RIFLE CLEAR, RACK**
  - ✦ This will be a small rack or other support which will support the rifle off the ground and pointing off to a side berm where it will not point at people. It is left there while we go down and score the targets.
- **SAFE CARRY BACK**
  - ✦ After scoring and patching and on the return to the initial shooting position the shooter will pick up his rifle and carry it back to the main rifle rack as in the carry from safety table to rack.
- **THE BASIC SKILLS - RIFLE.**
  - **PRONE**
    - ✦ Normal start position except that you face approximately 45 degrees to the right of the target with weak foot forward;
    - ✦ Muzzle faces downrange.
    - ✦ Simultaneously:
      - ✦ Step forward with your left foot.
      - ✦ Safety off.
      - ✦ Go down on your right knee and your left hand.
      - ✦ Proceed to go prone and move your rifle forward with your right hand until the butt is in the pocket of your shoulder and your elbow is braced on the ground. Rifle remains parallel to range floor at all times.
      - ✦ Swing your left foot back.
      - ✦ Move your left elbow under the rifle with your left hand on the fore-end.

- ✦ After shooting, safety on.
- ✦ Helping yourself with your left hand, stand up with the rifle pointing down range and parallel to the range floor. Right hand on pistol grip with stock under your arm. Finger out of the trigger guard.
- **KNEELING**
  - ✦ Normal start position.
  - ✦ Simultaneously:
    - ✦ Safety off.
    - ✦ Step forward with your weak foot.
    - ✦ Go down on your strong knee. You may then shift so that you are sitting on your strong heel.
    - ✦ Your weak arm goes on your weak knee just up from the elbow if the elbow is forward of the knee, otherwise the projection of your elbow digs in just up from your knee. The tip of the elbow either behind or ahead of the knee depends on your body build.
    - ✦ Stock of rifle in pocket of shoulder.
    - ✦ Left hand on fore-end.
    - ✦ Right upper arm horizontal.
    - ✦ Safety on after shooting.
    - ✦ Helping yourself with your left hand, stand up with the rifle pointing down range and parallel to the range floor. Right hand on pistol grip with stock under your arm. Finger out of the trigger guard.
- **SQUATTING**
  - ✦ Normal start position except that feet about 45 degrees to target with weak foot leading.
  - ✦ Simultaneously:
    - ✦ Safety off.
    - ✦ Squat with elbows on knees. Tips of elbows either behind or ahead of knees depending on body build.
    - ✦ If not lined up, try adjusting the angle to the target on the start position.
    - ✦ Safety on after shooting.
    - ✦ Stand up with finger out of trigger guard and rifle pointing down range parallel with range floor.
- **SITTING**
  - ✦ Normal start position except that feet about 45 degrees to target with weak foot leading.
  - ✦ Simultaneously:
    - ✦ Safety off.
    - ✦ Step forward with your weak foot. Go down on your strong knee.
    - ✦ You then shift so that you are almost sitting on your strong heel.

- ✦ Your strong foot then swings forward and around so that as you sit back you can place your feet:
  - ✦ either crossed, or
  - ✦ about 3 feet apart.
  - ✦ Your arms go on your knees just up from the elbow if the elbow is forward of the knee, otherwise the projection of your elbow digs in just up from your knee. The tip of the elbow either behind or ahead of the knee and inside or outside of the knee depending on your body build and the placement of your feet.
  - ✦ Stock of rifle in pocket of shoulder.
  - ✦ Left hand on fore-end.
  - ✦ If not lined up, try moving your feet to adjusting angle to the target. Remember your best position so that you can start that way.
  - ✦ Safety on after shooting.
  - ✦ Helping yourself with your left hand, stand up with the rifle pointing down range and parallel to the range floor. Right hand on pistol grip with stock under your arm. Finger out of the trigger guard.

- **STANDING**

- ✦ Normal start position.
- ✦ Simultaneously:
  - ✦ Safety off.
  - ✦ Raise rifle so that stock goes into pocket of shoulder.
  - ✦ Right upper arm horizontal.
  - ✦ Hold rifle back into pocket of shoulder.
  - ✦ Weak fore-arm vertical so that rifle is not pulled either way as you shoot.
  - ✦ Thumb and first 2 fingers on fore-end.
  - ✦ Finger on trigger.

- **SHOTGUN ON THE LINE.**

- Same as for rifle except where changed under "The basic skills - shotgun."

- **THE BASIC SKILLS - SHOTGUN**

- Ready positions.
  - ✦ Normal Ready.
    - As in rifle.
  - ✦ High Ready.
    - Side of stock on hip.
    - Hand on grip.
    - Safety on and finger on safety.
    - Front sight in line with target.
      - ✦ Eye, front sight, target.
    - Move to standing position.
    - Safety comes off.

Front sight maintains position on target at all times.

- ✦ Depressed Ready.
  - Start as in standing.
  - Lower front sight about 2 feet below target.
  - Safety remains off.
  - Finger out of trigger guard.
- ✦ Low Ready.
  - Start as in standing.
  - Lower muzzle to ground about 2 feet left and forward of your left foot.
  - Safety remains off.
  - Finger out of trigger guard.
- Sling positions.
  - ✦ Muzzle up carry. (Trail)
  - ✦ Muzzle down carry. (Safari)
  - ✦ We do not allow slings in the matches as they are apt to catch on range props and cause directional problems.
- Shooting positions.
  - ✦ Standing.
    - Safety is off.
    - Stock in pocket of shoulder.
    - Right upper arm horizontal.
    - Left forearm vertical under fore-end.
    - Thumb and first 2 fingers on slide.
    - Finger on trigger.
    - Left knee slightly flexed and balance into the knee to control recoil.
- Loading.
  - ✦ Normal loading.
    - Action back and ejection port open.
    - Muzzle downrange.
    - Stock under arm.
    - Hand on grip.
    - Finger out of trigger guard.
    - Ejection port.
    - First shell.
    - Left hand with shell under receiver.
    - Shell into port.
    - Left thumb and forefinger pushes slide closed.
  - ✦ Magazine loading
    - Succeeding shells.
    - Strong hand on stock.
    - Shell carriers on weak side.
    - Weak hand with shell under receiver.
      - ✦ Or weak hand with 2 shells.

**Index just ahead of trigger guard.**

**Shell with thumb and 2 fingers.**

**Push in with thumb.**

- **Practical loading.**
  - ✦ **Where target constitutes a danger.**
  - ✦ **The above loading while stock on shoulder and muzzle pointing towards target.**
- **Select load. (Change up).**
  - ✦ **See target.**
  - ✦ **Target too far for shot.**
  - ✦ **Magazine load slug.**
  - ✦ **Rack slide or shoot shot shell.**
    - This ejects shot shell.**
    - Inserts slug shell.**
- **Feed it.**
  - ✦ **Whenever possible between shooting replace the shells you have shot. Make this a habit.**
- **Shooting while moving.**
  - ✦ **This can be done to save time as you are moving towards targets or going past targets on the left or on the right. We are assuming the the shooter is right handed for these directions.**
- **Targets straight ahead.**
  - ✦ **Shoulder the shotgun.**
  - ✦ **Groucho Marx or Tango walk with knees bent and upper body not moving.**
  - ✦ **Do not stop as you shoot.**
- **Targets off to the left.**
  - ✦ **Shoulder the shotgun.**
  - ✦ **Groucho Marx or Tango walk with knees bent and upper body not moving.**
  - ✦ **Do not stop as you shoot.**
- **Targets off to the right.**
  - ✦ **Shoulder the shotgun.**
  - ✦ **As you approach the targets, twist your upper body to the right.**
  - ✦ **Your shotgun must be pointing at least 20 degrees downrange from the 90 degrees at all times.**
  - ✦ **While walking use a smooth Groucho Marx or Tango gliding step with your knees bent and upper body not moving.**
- **Unloading.**
  - ✦ **Remington 870.**
    - Safety on.**
    - Pointing down range.**
    - Parallel to range floor.**
    - Stroke fore-end back and catch first shell.**

Turn shotgun and catch second shell.  
All other shells out the bottom by pressing latch.

- **Patterning.**
  - ✦ Distances.
    - 5 meters.
    - 10 meters.
    - 15 meters.
    - 20 meters.
    - 25 meters.
    - 30 meters.
  - ✦ Patterns will be different for every different barrel and every different type and make of shell.
- **GOING THROUGH THE COURSE**
  - **SAFETY**
    - ✦ To the satisfaction of the instructor.
  - **ATTITUDE**
    - ✦ To the satisfaction of the instructor.
- **FURTHER TIPS FOR INSTRUCTORS**
  - Subject for future development.
- **QUALIFICATION OF CLUB LEVEL INSTRUCTORS**
  - Subject for future development.
- **TARGETS**
  - Standard IPSC target. No pepper poppers or plates because of ricochet problems and Ontario Range Rules. Exception for shotgun using shot only.
- **RANGE OFFICER**
  - This course will not qualify you as an IPSC club level range officer. You will have to take the IPSC club level range officer course for that. That course will not qualify you as a range officer for practical rifle or shotgun. This course will, however, qualify you as a range officer for practical rifle and shotgun matches. We expect you to be able to set up a course of fire and run it. We expect you to be able to take shooters through the course of fire who do not have the qualifications. In fact you should be able to walk a shooter through a course of fire who has never fired a rifle or a shotgun before. A matter of control and telling the shooter the right things at the right time.
- **COMMANDS**
  - Shooter to the line.
  - Range is hot.
  - Sight picture.
  - Load and make ready.
  - Prepare to dry fire.
  - Are you ready?
  - Stand by.
  - Fire (or beep)

- If you are finished, unload and show clear.
- Gun clear, straight up.
- Gun clear, straight up and rack.
- Gun clear, straight up, safe carry.
- Range is clear.
- Safe carry back.

#### ■ CONTROL OF SHOOTER

- Stop the shooter during the match if he cannot control his muzzle or if his shooting appears so erratic that there is a danger of his bullets missing the backstop or hitting the range floor before they hit the backstop. We cannot have rifle bullets leaving the range. They go too far.

#### ■ COURSE DESIGN

- Target placement.
  - ✦ Avoid having a group or row of more than 5 targets. Shooter cannot remember which target he should be shooting next.
  - ✦ Better to place targets in groups of 5 or less.
  - ✦ Design target groups in stages around 5 round magazine capacity.
- To make sure that there are no ricochets.

#### ■ SCORING

- Major and minor as in handgun.

#### ■ QUALIFY

- Meet the scores and the times on the qualification page.
- Meet the safety we expect of you.
- Have the proper attitude.

#### ■ MALFUNCTIONS - RIFLE

##### • DOUBLE FEED

- ✦ Look
- ✦ lock slide back
- ✦ magazine out
- ✦ cycle action (2)
- ✦ magazine in
- ✦ cycle action (1)
- ✦ shoot

##### • STOVE PIPE

- ✦ Look
- ✦ Tilt rifle to side so that case will fall out when the action is pulled back slightly.
- ✦ If there is a cartridge in the chamber, release the action
- ✦ Shoot
- ✦ If there is no cartridge in the chamber
- ✦ Cycle the action
- ✦ Shoot

##### • DRY FEED

- ✦ hammer drops & nothing happens
- ✦ slap magazine in hard
- ✦ fully open action
- ✦ nothing should come out
- ✦ check chamber
- ✦ release if chamber empty
- ✦ shoot

## ■ TARGET SCORING

- MAJOR MINOR

## ■ REQUIRED HITS.

- One rifle or shotgun shot on a target should be effective. Courses of fire, to be realistic, should generally not ask for more than one from any position.
- Many pistol courses of fire require 2 hits per target. The realism is that pistols are not as effective as rifles.
- Five shot bursts.
  - ✦ This is an excellent and interesting simulation of a select fire rifle with burst capacity or a full automatic rifle where the shooter does not want to waste his shots and it matches the prescribed magazine capacity.
  - ✦ Minimum of 5 hits to score.
  - ✦ This also gives the competitors lots of shooting in a given stage.
  - ✦ This may be a target option in view of the magazine prohibitions. We are allowed only 5 rounds per magazine.
- Five shots at a group.
  - ✦ 5 shots at the group.
  - ✦ Minimum of 1 shot on each target.
  - ✦ Where to place the others will be your discretion.

## ■ SAFETIES

- M14 & MINI 14
  - ✦ front of trigger guard
  - ✦ on - back
  - ✦ off - forward
- AR 15
  - ✦ left lower receiver
  - ✦ on - parallel
  - ✦ off - vertical
- FN
  - ✦ left lower receiver
  - ✦ on - up
  - ✦ off - horizontal
- ARMALITE 180
  - ✦ left lower receiver
  - ✦ on - parallel
  - ✦ off - vertical

- **DAE WOO**
  - ✦ left lower receiver
  - ✦ on - parallel
  - ✦ off - vertical
- **AK47 & VALMET**
  - ✦ right side receiver top
  - ✦ on - top position
  - ✦ off - middle or lower position
- **GALIL**
  - ✦ 2 types
    - same as Ak47
    - same as AR15
- **AUG**
  - ✦ front of trigger guard right side
  - ✦ on - out to right
  - ✦ off - out to left
- **HECKLER & KOCH**
  - ✦ left side above trigger
  - ✦ on - up
  - ✦ off - middle or bottom

## ■ RULES

- **PISTOL**
- Our pistol rules apply except where there are differences in this course.

## ■ RIFLE

- **TYPES**
- No restriction except minimum power factor.
- **CALIBRE**
  - ✦ Minimum .223.
- **Exception.**
  - ✦ Important to encourage semi-automatic submachine guns and pistol calibre rifles to shoot in matches to evaluate their efficiency. Should allow them to shoot as minimum calibre. Centre fire only.
  - ✦ Classify this as SMSA (submachine gun semi-automatic).
- **SIGHTS**
  - ✦ No restriction.
- **ACCESSORIES**
  - ✦ No restriction. Should start each stage with whatever you are going to use.
  - ✦ Exception. No slings.
- **POWER FACTOR**
  - ✦ Calculation.
  - ✦ (bullet weight (in grains) \* velocity (feet/sec))/1000.

- ✦ If no chronograph, cannot claim major unless overall case length at least 50 mm (1.97") and bullet diameter at least 6 mm (.243")

- ✦ MAJOR 340

- ✦ MINOR 160

- VARIATION FROM PISTOL

- ✦ Detail will follow.

- Open Division.

- ✦ Optical sights and/or compensator.

- Standard Division.

- ✦ Iron sights and no compensator.

- Shotgun.

- Same as rifle.

- Open Division.

- ✦ Semi automatic and/or optical sights and/or compensator.

- Standard Division.

- ✦ Pump and iron sights and no compensator.

- Exceptions will follow.

- BIBLIOGRAPHY

- The Defensive Shotgun by Louis Awerbuck.

- ✦ S.W.A.T. Publications, P.O. Box 270, Cornville, Arizona 86325.

- ✦ This is the best available book on defensive shotgun techniques and tactics.

- ✦ Anyone who is serious about practical shotgun must have this book.

- Video Tape. Tactical Shotgun Techniques.

- ✦ PEM Associates, Inc., 2437 Albany Avenue, West Hartford, CT 06117.

- ✦ This is practical shotgun at Jeff Cooper's school.

- ✦ Elementary but useful as you get to see the moves and patterning and some very good lectures by Jeff Cooper himself.

- QUALIFICATION Rifle.

- Initial lecture.

- Rifle.

- ✦ Prone, 2 shots in 8", 100 M. Repeat.  
Method.

Safety on and stand up.

Muzzle direction.

- ✦ Sitting, 2 shots in 8", 100 M. Repeat  
Method.

Safety on and stand up.

Muzzle direction.

- ✦ Kneeling, 2 shots in 8", 75 M. Repeat.  
Method.

Safety on and stand up.

**Muzzle direction.**

- ✦ **Squatting, 2 shots in 8", 75 M. Repeat.**

**Method.**

**Safety on and stand up.**

**Muzzle direction.**

- ✦ **Standing, 2 shots in 6", 50 M. Repeat.**
- ✦ **Double feed, clear, 2 shots, 50 M. Repeat.**
- ✦ **Stove pipe, clear, 2 shots, 50 M. Repeat.**
- ✦ **Dry feed, clear, 2 shots, 50 M. Repeat.**
- ✦ **Magazine change, stand, shoot 1, change, shoot 1, kneel, shoot 1, change, shoot 1, squat, shoot 1, change, shoot 1, sit, shoot 1, change, shoot 1, prone, shoot 1, change, shoot 1. 50 M.**
- ✦ **Window High, (standing), shoot 1, move, Window Medium (kneeling, squatting, sitting) shoot 1, move, Window Low (prone) shoot 1, move back to Window Medium, move back to Window High. 50 M.**

**We want the muzzle to go in past the barrier so as to reinforce the muzzle direction drill coming out of position.**

**Muzzle direction going in and out of positions.**

**Muzzle comes straight back out. Not elevated on leaving the position which would allow accidental shots to leave the range.**

- ✦ **Movement, 3 targets on left, 1 shot on each, normal ready, move, stop, shoot 1<sup>st</sup>, move, stop, shoot 2<sup>nd</sup>, move, stop, shoot 3<sup>rd</sup>.**

**Traveling with firearm.**

**Muzzle direction.**

- ✦ **Movement, 3 targets on left, 1 shot on each, normal ready, move, change magazine, stop, shoot 1<sup>st</sup>, move, change magazine, stop, shoot 2<sup>nd</sup>, move, change magazine, stop, shoot 3<sup>rd</sup>.**
- ✦ **Shooting while moving, 3 targets on left, 1 shot on each, normal ready, move and shoot 1<sup>st</sup>, move and shoot 2<sup>nd</sup>, move and shoot 3<sup>rd</sup>.**

**Muzzle direction going past targets.**

- ✦ **Overrunning 3 targets on left.**

**Move, engage, overrun 1<sup>st</sup>, back up, stop, shoot. Move, engage, overrun 2<sup>nd</sup>, back up, stop shoot. Move, engage, overrun 3<sup>rd</sup>, back up, stop, shoot.**

**■ Muzzle direction going past targets**

- ✦ **Movement, 3 targets on right, 1 shot on each, normal ready, move, stop, shoot 1<sup>st</sup>, move, stop, shoot 2<sup>nd</sup>, move, stop, shoot 3<sup>rd</sup>.**

**Traveling with firearm.**

**Muzzle direction.**

- ✦ **Movement, 3 targets on right, 1 shot on each, normal ready, move, change magazine, stop, shoot 1<sup>st</sup>, move, change magazine, stop, shoot 2<sup>nd</sup>, move, change magazine, stop, shoot 3<sup>rd</sup>.**



✦ **Movement with reloading, 3 targets on right, normal load 2, high ready, move, reload, stop, shoot 1<sup>st</sup>, move, reload, stop, shoot 2<sup>nd</sup>, move, reload, stop, shoot 3<sup>rd</sup>.**

**Method.**

**Muzzle direction.**

✦ **Shooting while moving. 3 targets on right, normal load 3, high ready, move and shoot 1<sup>st</sup>, move and shoot 2<sup>nd</sup>, move and shoot 3<sup>rd</sup>.**

**Method.**

**Muzzle direction.**

✦ **Overrunning 3 targets on right.**

**Move, engage, overrun 1<sup>st</sup>, back up, stop, shoot. Move, engage, overrun 2<sup>nd</sup>, back up, stop shoot. Move, engage, overrun 3<sup>rd</sup>, back up, stop, shoot.**

■ **Muzzle direction going past targets**

✦ **Change up, normal load 2 shot shells, high ready, aim at target, “Too Far”, practical load slug, eject shot shell, shoot slug. 25 M. Repeat 3 more times.**

- **Accuracy Requirements.**

- ✦ **Rifle.**

**All hits with half As or all Cs or better. Targets are IPSC paper.**

- ✦ **Shotgun.**

**8” plates for shot and IPSC paper for slugs. All plates. Cs or better and all hits or half As and all hits for paper.**