

Ten Get Two

Shooter will start inside shooting area, at either position A or B, toes touching "Xs", gun loaded and holstered and hands above respective shoulders. At the signal, turn, draw and engage all targets with at least 2 shots each as they appear in any order.

- NOTES:**
- Shots **UNLIMITED** – Best 20 hits on paper scored
 - (10) NRA D-1 paper and (3) D-1 NO SHOOT
 - Penalties per current ICORE rulebook

