

Trap and Quads

Shooter will start standing Shooting Area, facing up range with toes on "Xs", hands relaxed at sides, gun loaded and holstered. At the signal, turn, draw and engage all paper targets and rectangles with at least 2-rds each and plates with at least 1-rd each from within the Shooting Area.

- NOTES:** - **SHOTS UNLIMITED** - 28 Total Hits - 2 each paper; 1 each steel
- (10) NRA D-1 targets / (4) No Shoot / (3) 12x24 rectangles / (2) 12" plates
 - Penalties - per ICORE rule book: foot faults, procedurals, extra shots, extra hits and misses +5secs per occurrence

