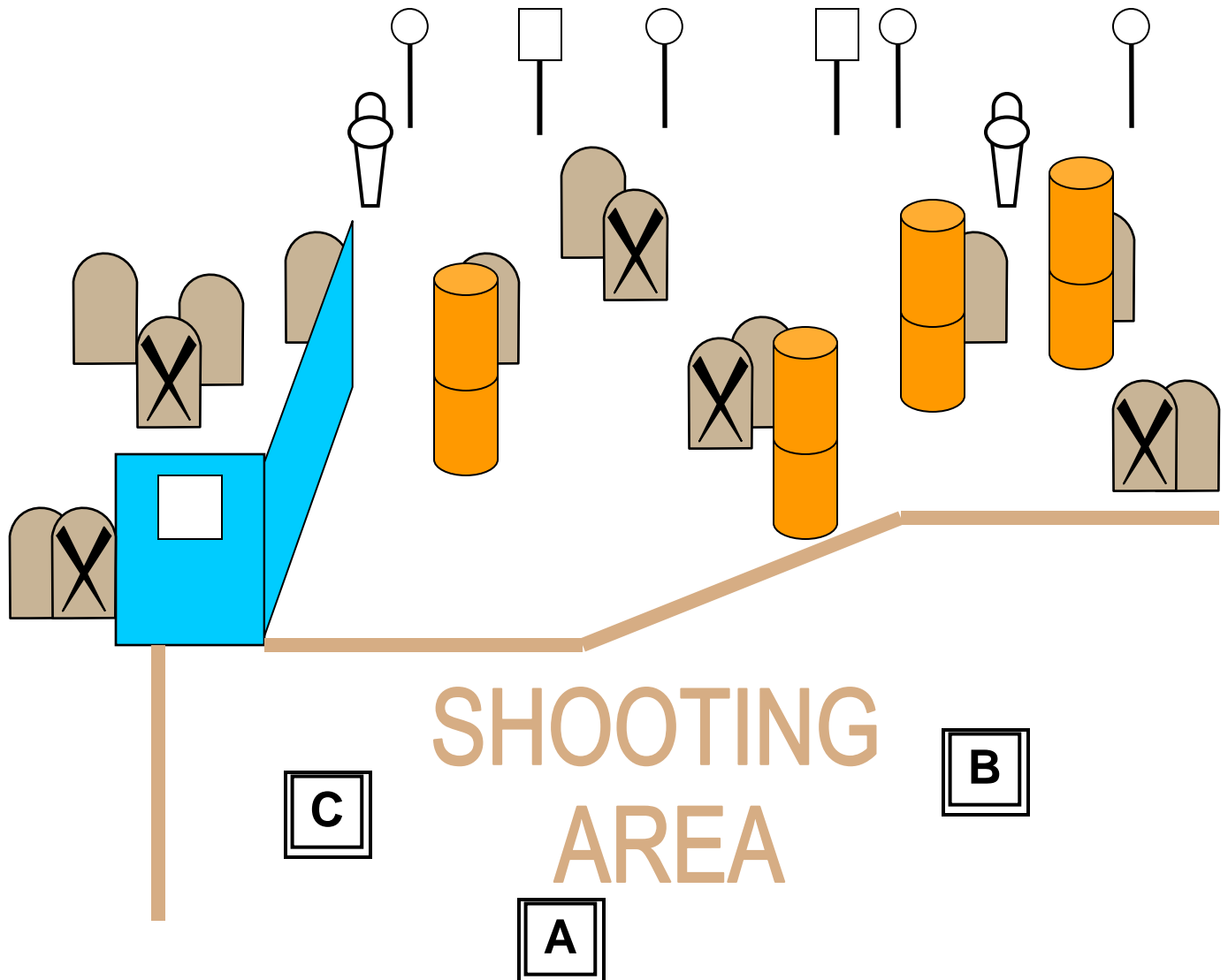


Hmmm... A Dilemma

Shooter will start facing downrange anywhere within the shooting area, hands relaxed at sides and loaded weapon holstered. At the signal, draw and engage all targets as they appear – paper and steel with 1 shot each; falling steel must fall. Steel must be engaged from any of the boxes.

- NOTES:**
- **SHOTS UNLIMITED** – Best 28 hits scored; 2-rds to each paper and 1 shot to all steel, falling steel must drop to be scored.
 - (10) D-1 paper, (5) NO SHOOT (2) large Poppers, (2) rectangles and (4) plates
 - Steel **MUST** be engaged from a box.
 - Paper may be engaged from anywhere within the shooting area.
 - Penalties – per ICORE rule book: foot faults, procedurals, extra shots, extra hits and misses +5secs per occurrence
 - Range of engagement: approx. 3 to 18 yards



Stage design by
Charlie Severance

Stage #2 – SEP 2015
ICORE