

# Far & Near

brought to you by...  
**AMERICAN SECURITY**

**SCORING...**Fixed Time - Shots Limited

**TARGETS...**6

**ROUNDS...**36

**START...**Audible

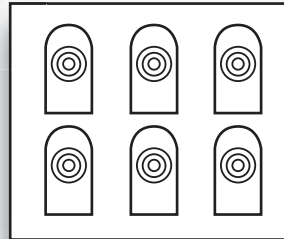
**STOP...**Last Shot

**START POSITION...**Standing in box facing downrange with hands at sides.

**ALTERNATE POSITION** for 50 yards is wrists above shoulders facing uprange...Turn, draw and engage each target with 1 round each while standing.

X hits will subtract 1 second per occurrence.

Add 10 seconds per each overtime shot.



D

C

B

A

## STAGE PROCEDURE...

**String 1...**(9 seconds) At signal draw and engage each target with 1 round each from the prone position from box A.

**String 2...**(7 seconds) At signal draw and engage each target with 1 round each from box B.

**String 3...**(10 seconds) At signal draw and engage targets with 2 rounds each with a mandatory reload from box C.

**String 4...**(10 seconds) At signal draw and engage the top 3 targets with 2 rounds each strong hand. Make a mandatory reload and engage the bottom 3 targets with 2 rounds each weak hand.