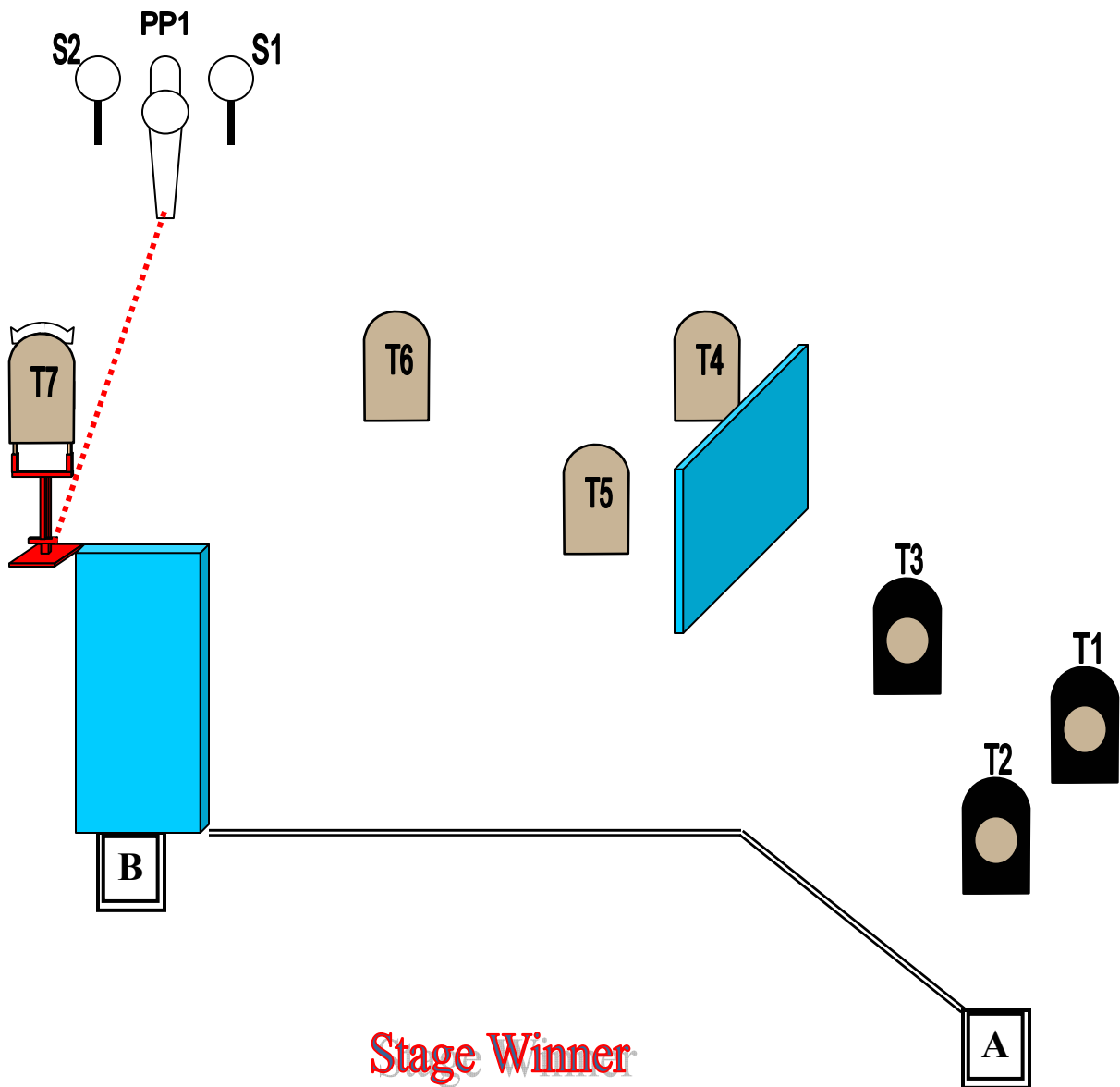


Thread 'Em 'N Skip To Steel

Shooter will start in Box A with hands relaxed at sides. At the signal, draw and engage T1 - T3 with 2-rds each in any order. Move to Box B, engaging T4 - T6 with 2-rds each in any order as they appear. From Box B engage steel in any order until they fall and T7, when it appears, with 2-rds.

NOTES: - Shots **UNLIMITED** - 17 minimum

- (7) NRA D-1 paper [3 painted as indicated] / (2) plates / (1) Pepper Popper
- T1 - T3 **MUST** be engaged from Box A., and ALL steel & T7 **MUST** be engaged from Box B. T4 - T6 are engaged as they appear.
- T7 is a drop-turner activated by PP1
- Reload as necessary
- Penalties as per ICORE rulebook. Foot faults, procedurals and misses +5secs
- Range of engagement: approx. 3 to 12-yards.



Stage Winner
Brian Gonsalves
21.00