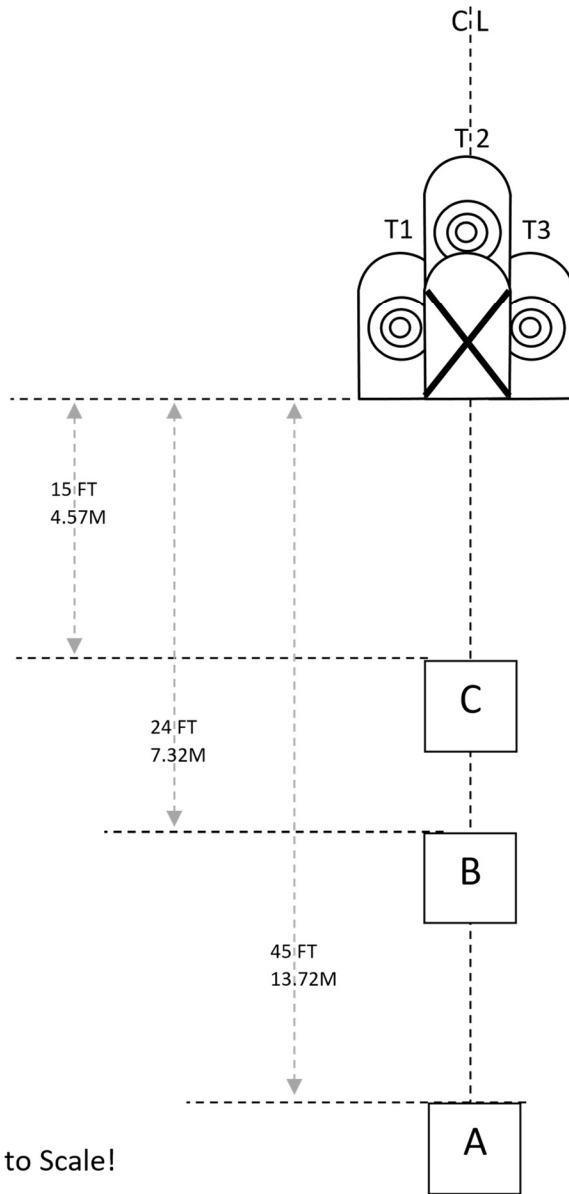
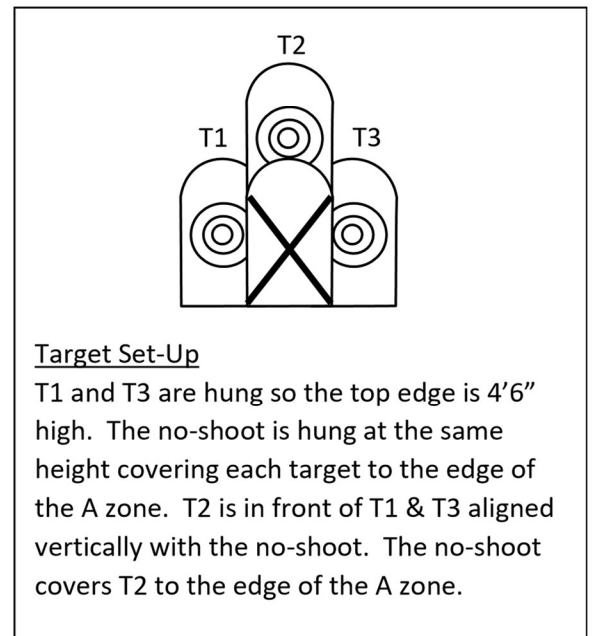




Make 'Em Count



Drawing is Not to Scale!



Start Position: Standing in Box A, facing UPRANGE, hands relaxed at sides.

Procedure: At start signal, from within Box A turn and engage only T1, T2, and T3 with 2 rounds each in any order. Move to Box B and from within engage only T1, T2, and T3 with 2 rounds each in any order with **STRONG HAND ONLY**. Move to Box C and from within engage T1, T2, and T3 with 2 rounds each in any order with **WEAK HAND ONLY**.

Scoring: Shots Limited

Targets: Three NRA D-1 and one NRA D-1 designated as a no-shoot

Max Rounds: 18

Start Signal: Audible

Stop Signal: Last shot

Penalties: Per the ICORE rulebook. Foot faults, procedures, extra shots, extra hits, no-shoot hits, and misses are +5 seconds per occurrence.