

1. 3GN 04-13 FLYING BY-1

No image

CoF	Time-Plus penalties - Medium	Points	100 p
Targets	6 popper, 7 frangible, Total 13 targets	Min rounds	13
Firearm	Handgun, Shotgun	Match-%	33.33%

Procedure	Please read Classifier
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. 3GN 05-13 FLYING BY-2

No image

CoF	Time-Plus penalties - Medium	Points	100 p
Targets	6 paper, 7 frangible, Total 13 targets	Min rounds	13
Firearm	Rifle, Shotgun	Match-%	33.33%

Procedure	PLEASE READ CLASSIFIER
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. 3GN 06-14 FINALE-4 MODIFIED

No image

CoF	Time-Plus penalties - Long	Points	100 p
Targets	7 paper, 5 popper, 5 plates, Total 17 targets	Min rounds	17
Firearm	Handgun, Rifle, Shotgun	Match-%	33.33%

Procedure	STARTING POSITION Standing within start box Shotgun loaded to division capacity and placed on left table safety engaged, trigger guard inside the edge of table top muzzle down range. Rifle placed on center table safety engaged trigger guard inside the edge of table top muzzle down range. Pistol loaded and holstered safety engaged. STAGE PROCEDURE Upon start signal, from Box A only Shotgun engage paper target 1-3 with slug. change ammo type, and from Box B engage 4x10" steel with birdshot only. Shooting slugs against steel will result in disqualification. Shotgun must then be placed safely in an dump barrel. Engage ONLY paper target 4-7 with rifle, rifle must then be placed safely in an dump barrel. From Box C only pistol engage Pepper Popper 1-5. All reloads must come from the belt.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	