# 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<br>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       |   |            |        |  |