

Hide and Seek

RULES: IMGA as per HCGC Website

COURSE DESIGNER: Wm. Tyler McCutcheon

START POSITION: Standing in Box A. Handgun loaded and holstered. Rifle loaded at low ready.

STAGE PROCEDURE
On signal engage T1-T5. Then ground safe rifle in barrel. Staying within fault lines engage PP1-PP2, DT1, and T6-T11 with pistol.

Setup Notes: T6-T11 should not be visible until shooter moves left through fault lines. T1 & T2 on same target stand. T3 & T5 at ground level. DT 1 is drop turn target activated by PP1.

SCORING

SCORING: Time Plus
TARGETS: Rifle 5 paper Pistol 2 Steel 7 Paper
SCORED HITS: Best 2 per paper, Steel Must Fall
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10 Seconds
 No-shoot hit. -10 Seconds
 Target not Neutralized. -5 Seconds
 Target Not Engaged. -5 Seconds

