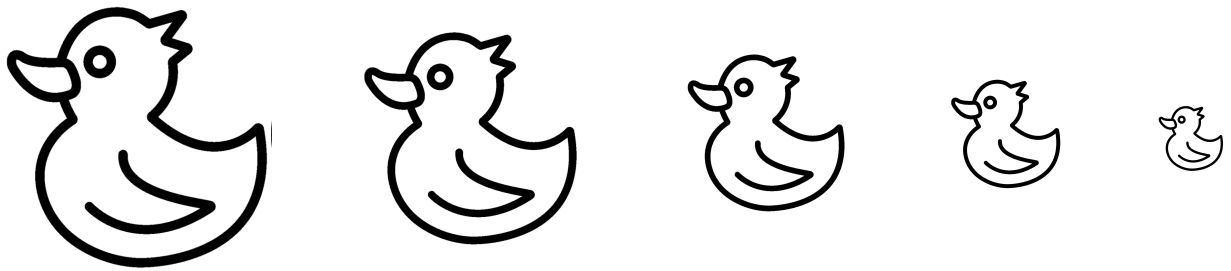
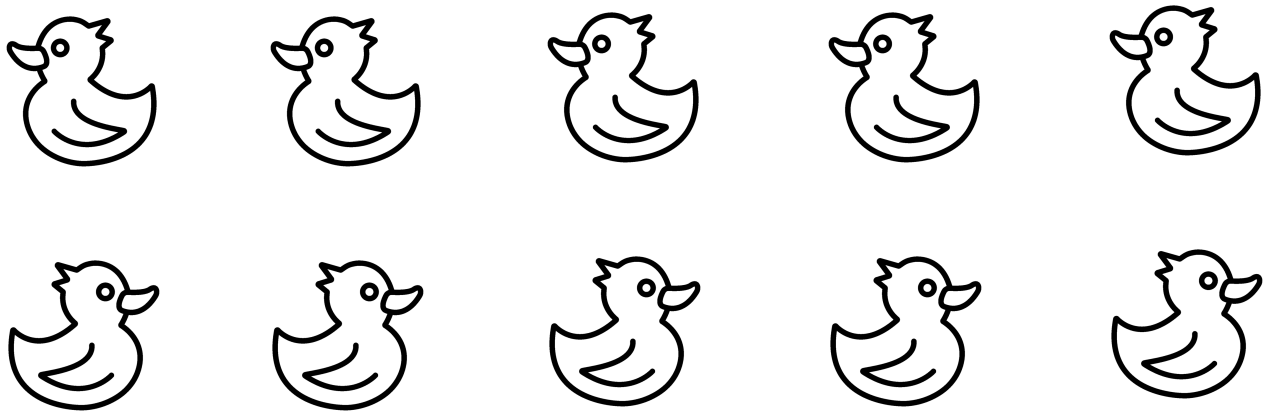


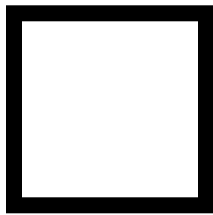
50 YARD / 50 ROUND PRECISION RIMFIRE PRACTICE TARGET



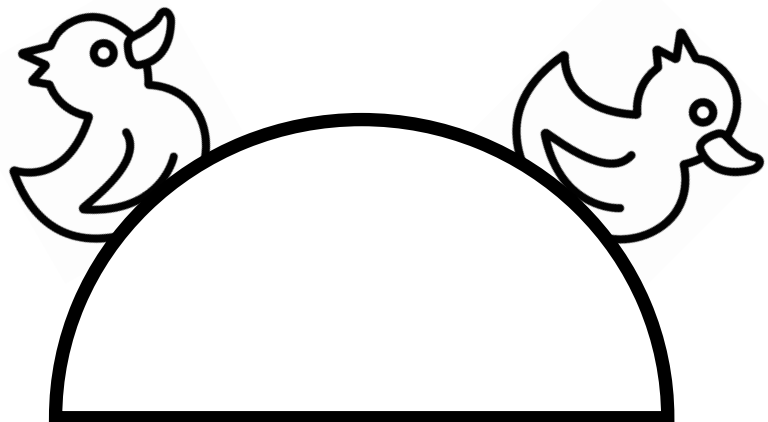
KYL: 1 ROUND ON EACH DUCK, HIT OR MISS.
1 POINT PER HIT, NO POINTS IF YOU MISS



DUCK DRILL: 1 ROUND ON EACH DUCK, HIT OR MISS.
1 POINT PER HIT



5 ROUND GROUP

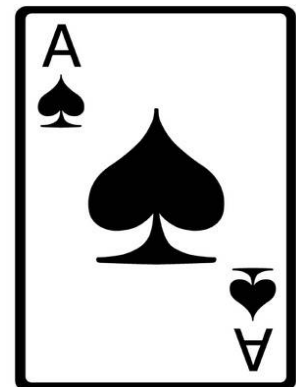
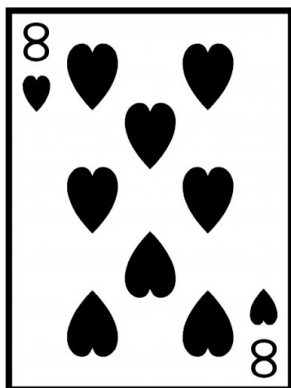
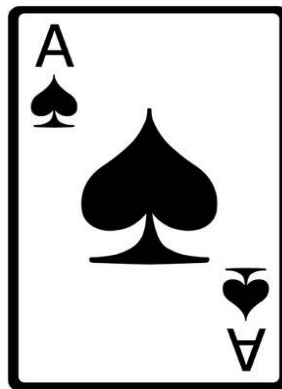
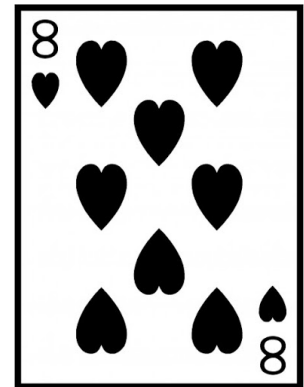
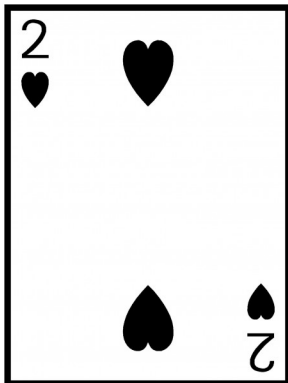


ROUND AND ROUND: 1 ROUND ON EACH DUCK
HIT OR MISS. 1 POINT PER HIT, NO POINTS IF
YOU HIT THE CIRCLE OR MISS THE DUCKS.

50 YARD / 50 ROUND PRECISION RIMFIRE PRACTICE TARGET



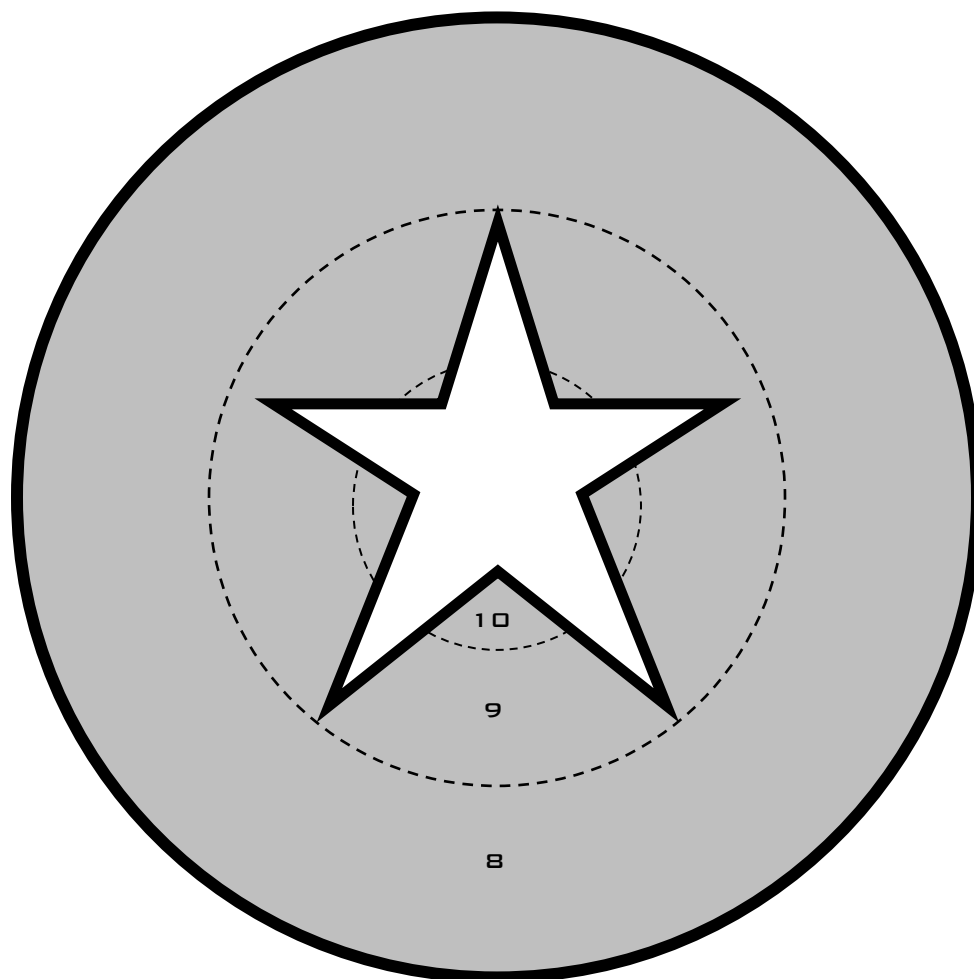
SKILLS BARRICADE: 8 RDS, 2 RDS LOW/KNEELING POSITION, 2 RDS HIGH/STANDING POSITION, REPEAT. 8 POINTS MAX.



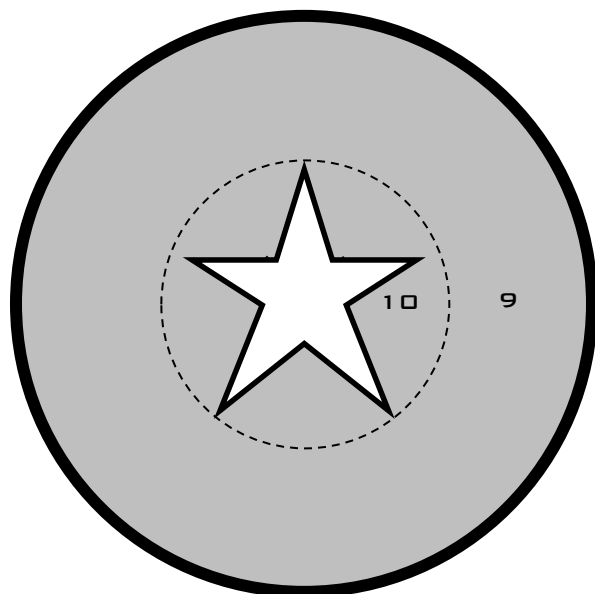
BAD HAND: 10 RDS, 2 ROUNDS PER CARD FROM FIVE DIFFERENT SHOOTING POSITIONS. 10 POINTS MAX.

50 YARD / 50 ROUND PRECISION RIMFIRE PRACTICE TARGET

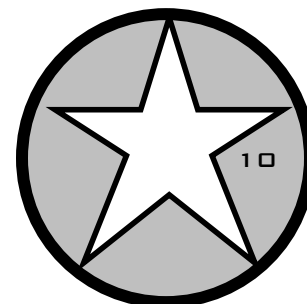
FUN IN THE SUN: 10 RDS, 2 SHOTS ON TARGET FROM EACH POSITION, ONLY A SLING CAN BE USED FOR SUPPORT. 80 POINTS MAX.



STANDING



KNEELING AND SITTING



PRONE

50 YARD/50 ROUND RIMFIRE PRACTICE SCORE SHEET

NAME:

DATE:

RIFLE:

AMMUNITION:

TARGET STAGE	POINTS
KYL	
DUCK DRILL	
ROUND AND ROUND	
SKILLS STAGE	
BAD HAND	
FUN IN THE SUN	
TOTAL POINTS	
5 ROUND GROUP	GROUP SIZE =

NOTES: _____
