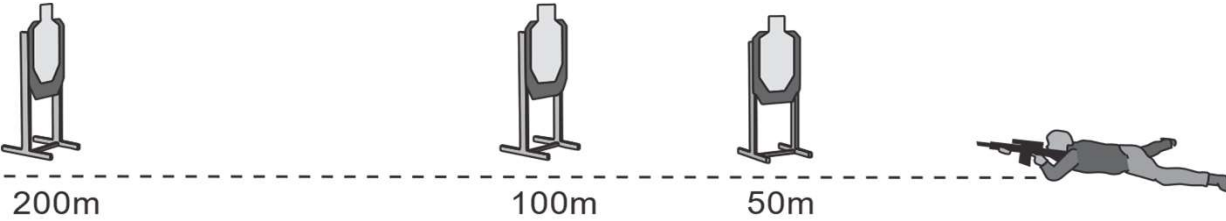




# T.REX ARMS



## 200M ACCELERATOR

- A zone = 10 points    200
- C zone = 6 points     100
- D zone = 0 points     50
- Mike = -20 points

Begin standing, but engage targets in any position - Engage 50M target with 2 rounds, 100M with 2 rounds, 200M with 4 rounds, then 100M with 2 rounds, then back to 50 with 2 rounds. For a total of 4 rounds on each target.

**12 ROUNDS OF RIFLE - 120 POSSIBLE POINTS - NO MAKE UPS ALLOWED**

FIRST RUN:	SECOND RUN:

HITS NEEDED:	50M	100M	200M
	4	4	4

**Hit factor** is scored by dividing the **points** earned through marksmanship, by the **total time** of all strings of fire combined.

	A	C	D	M	A	C	D	M
<b>50M TARGET:</b>								
<b>100M TARGET:</b>								
<b>200M TARGET:</b>								
<b>TOTAL POINTS:</b>								
<b>HIT FACTOR:</b>								