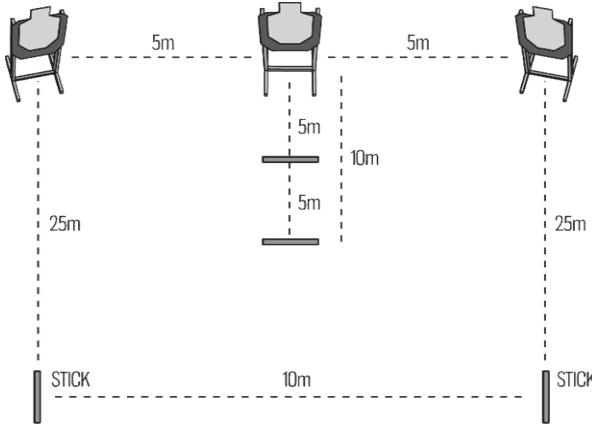




T.REX ARMS



50 ROUND CARBINE COF

	DIST. M	
A zone = 5 points	5	Low ready - 1 shot to head box - Center target.
C zone = 3 points	5	High ready - 1 shot to head box - Center target.
D zone = 0 points	10	Engage center target 1 round, left target 2 rounds, right target 3 rounds, center 4.
Mike = -10 points	10	180 degree turn - 5 into left target - Bolt-lock reload - 5 into right target.
	10>25	2 rounds into left target head box - Move to 25 meter position - 2 rounds into right target head box.
	25>25	From left/right position, engage 2 on each target - Move to next position - 2 on each target.
	25>5	On buzzer, move towards 5 meter line - While moving, 4 rounds on each target, any order.

FIRST RUN: SECOND RUN:

50 ROUNDS TOTAL - 250 POINTS POSSIBLE - NO MAKE UP SHOTS ALLOWED

TOTAL TIME:

HITS NEEDED:

LEFT	CENTER	RIGHT
2 head	2 head	2 head
15 torso	13 torso	16 torso

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
LEFT TARGET:								
CENTER TARGET:								
RIGHT TARGET:								
TOTAL POINTS:								
HIT FACTOR:								