

## 2010 RIFLE SUPPLEMENT

- 2/21/10 **CMP Style shoot.** 40 rounds for score. 10 rounds prone slow fire (10 min.)  
10 rounds off hand (10 min.) 10 rounds rapid fire sitting (60 sec.) and 10  
Rounds rapid fire prone (70 sec.) Targets at 200 meters with iron sights.
- 3/21/10 **Tactical shoot** 10 rounds one round per target at ten different targets at various  
Ranges with a scoped rifle in 5 minutes. (Rests or bipods permitted).
- 4/18/10 **Action rifle** 30 bowling pins in banks of 5 pins at various ranges and the shooter  
Changing positions between banks of targets with a running clock.
- 5/16/10 **Cowboy Action** six different scenarios with five or ten pistol targets, five or ten  
Rifle targets, and six to eight shotgun targets per scenario. Any pistol capable of  
Being fired single action. Lever or pump action rifle, and a manual operated  
Shotgun. (Center fire with lead bullets or .22 cal firearm rifles or pistols). Targets  
Steel plates and clay birds.
- 6/20/10 **Four Gun Shoot** Five clay birds at 150 m with a scoped rifle. Ten steel plates  
With a pistol. Ten bowling plates with an assault rifle. Three stationary targets  
And three thrown birds all with a running clock.
- 7/25/10 **Wild Bunch Shoot:** Same as Cowboy Action except a 1911 or similar pistol may  
be used. All pump action shotguns may be loaded to their maximum capacity.
- 8/22/10 **Action Rifle:** (see above)
- 9/12/10 **Team Three Gun Shoot** Targets include bowling pins with a pistol, clay birds  
With a rifle, and thrown birds from a trap and skeet field with a shotgun.

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