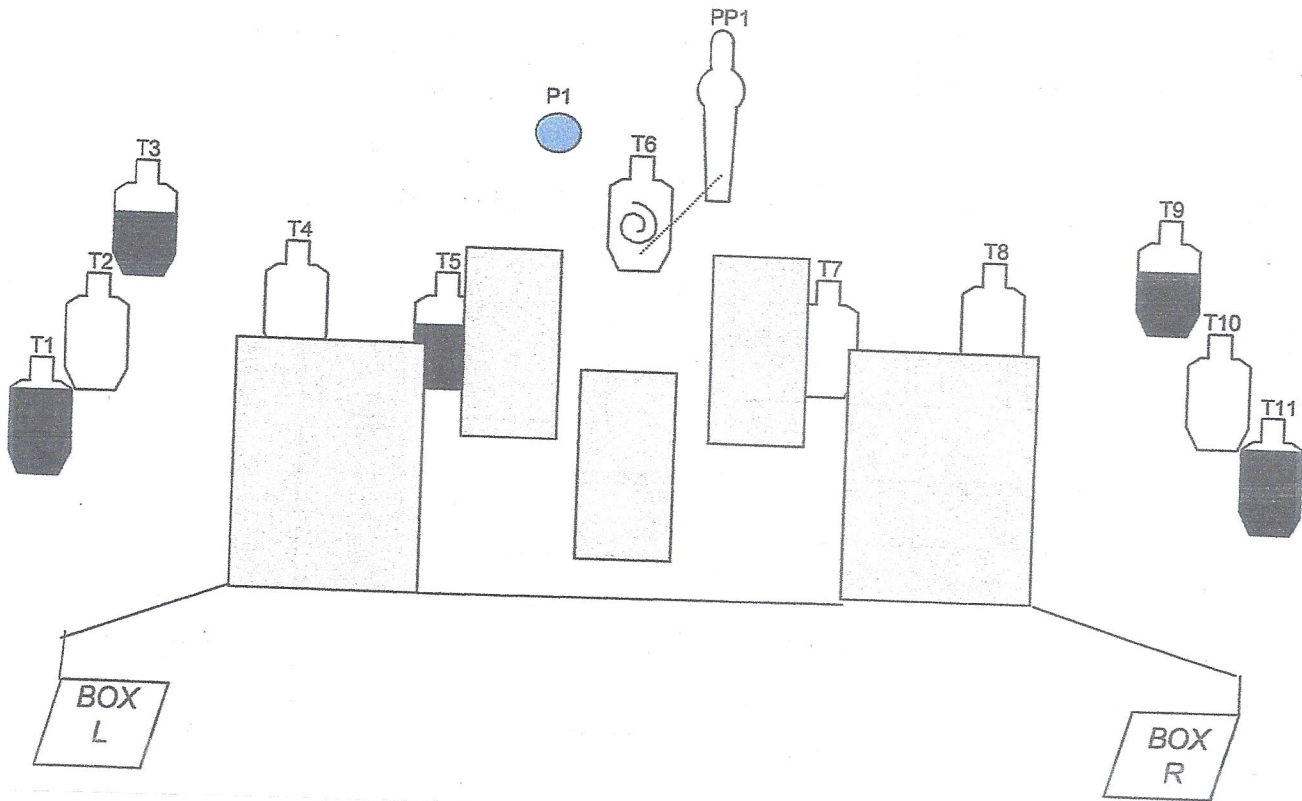


LEFT-RIGHT or RIGHT-LEFT

Course Designer: John Kimball



START POSITION: Standing in either box (shooter's choice) with your back towards the targets and your hands above your shoulders (surrender position).

At the start signal, turn towards targets, draw your handgun and engage the first 3 targets from the box. Next move across the range, without crossing the fault line, engaging targets as they become available; finally engaging the last 3 targets from the other box

Notes: T-6 is a disappearing target actuated by PP1: PP1 must be knocked down before engaging T-6. Each cardboard target must have at least 2 hits; if more than 2 hits are present the BEST 2 will count for score. Painted areas of cardboard targets are considered to be behind hard cover – any hits in these areas do NOT count for score. Crossing the fault line will incur a 10-second penalty for each offense.