START POSITION: Standing in one of the frame facing downrange. Variation I.: Start with pistol, than pistol is ready condition, holstered.. Carbin in the barrell, chamber is empty. Variáció II.: Start with carbin, than carbin is in LOW READY, pistol is loaded on one of the table, chamber is empty.
PROCEDURE: From the frames only. Pistol: If you start with pistol after audible signal engage the yellow metals and the paper targets as they become visible. Putu the empty pistol (magwell is empty, chamber is empty, hammer down) on the tablei. Carbine: Engage the green matals and the A4 paper targerts only. If you start with carbin engage the rifle tartget than put the empty gun (magwell is empty, chamber is empty, hammer down)/safety on gun into the barrell.
SCORING: Straight time + penalties. One shot on papers in the Alpha or two shots anywhere inside the scoring perforations on the target. Metals must fall down for scoring.

| MINIMUM ROUNDS: 34 | MAXIMUM PONTINTS: 100 | MAXIMUM TIME: 120 sec |
| :---: | :---: | :---: |
| TARGETS: 6 3Gun paper, 5 MINI IPSC papers, 10 poppers, 13 steel, 4 A4 Rifle targets, 1 NS |  |  |
| START: Audible |  | STOP: Last shot |
| PENALTIES: As in the 3Gun Klub Serie rulebook. MISS $+5 \mathrm{sec} / \mathrm{shot}$, MISS on metal +10 sec , PROC. +5 sec , Target not engaged +15 sec , Not following stage directions $+5 \mathrm{sec} /$ shot, Not safed/empty gun in barrell/on table +10 sec , NS +5 sec |  |  |



