



If you stop moving to shoot these poppers you are DQ'd. Movement must be fluid, **no** move-stop-shoot-repeat.



10M



20M

15 shots to clean stage.

Shoot on the Move
Three 10 round mags

1. Must knock down large popper
2. Two hits on each mini popper. Must shoot between barriers.
3. MUST be moving and knock down poppers
4. Shooter can go left to right or right to left.

RANGE 1 – Run & Gun