

HANDGUN LII League April 2016

Stage No.	STAGE NAME	Starting Option	Type			Min No. Rds	Match Score		Paper Targets													Metal				Range position							
			S 10	M 20	L 32		Points	%	Classic Full	Classic Partial	Mini Full	Mini Partial	A4	Clam Full	Clam Mini	Swing Classic	Swing Mini	Swing A4	Run Full	Run Mini	Run A4	Clay	NS	Poppers Full	Poppers Mini		Plate Round	Plate Square					
1	The Gauntlet	Loaded		1		19	95	11.2%	6																	1	5		2				
2	Options	Unloaded		1		19	95	11.2%	8																	1	2		1				
3	Open Spaces	Loaded	1			12	60	7.1%	5																1	2							
4	Around the Bend	Chb Empty			1	24	120	14.2%	11																5	1		1					
5	Run Forest run	Loaded	1			12	60	7.1%	5																	2							
6	Inside Out	Loaded	1			12	60	7.1%	5																1	2							
7	The Long way up	Loaded			1	32	160	18.9%	14																5	4							
8	Mafia	Loaded	1			7	35	4.1%				1	6																				
9	Gun Runner	Loaded			1	32	160	18.9%	16																4								
10																																	
11																																	
12																																	
13																																	
Totals			4	2	3	169	845	100%	70	0	1	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	18	18	0	4	0

Total Stages 9


Required stage ratio (App A4)


REMARKS
 Option 1 start
 Option 2 start
 Option 3 start

0

 ALL TARGETS IN THIS MATCH WILL BE BROWN TARGETS.

 ALL NO SHOOT TARGETS IN THIS MATCH WILL BE WHITE TARGETS.

 PI = PLATE

 P = Popper