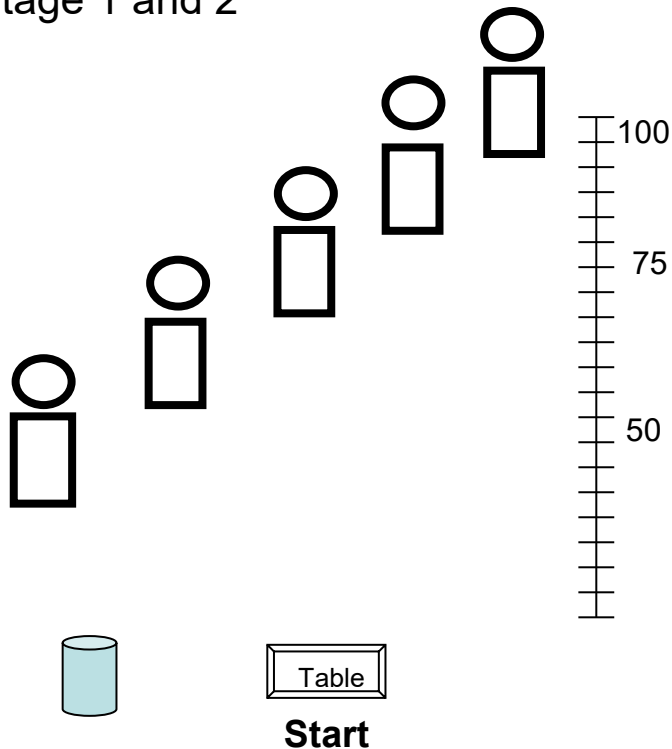


# Name BAMM

## Range 1 Stage 1 and 2



## Range 1 Stage 1

Guns and Ammunition: 10 rds

Shooting Sequence: Standing behind the table holding loaded rifle at port arms Engage each of the rectangle targets with one round each (front to back) then each round target with one round each (back to front).

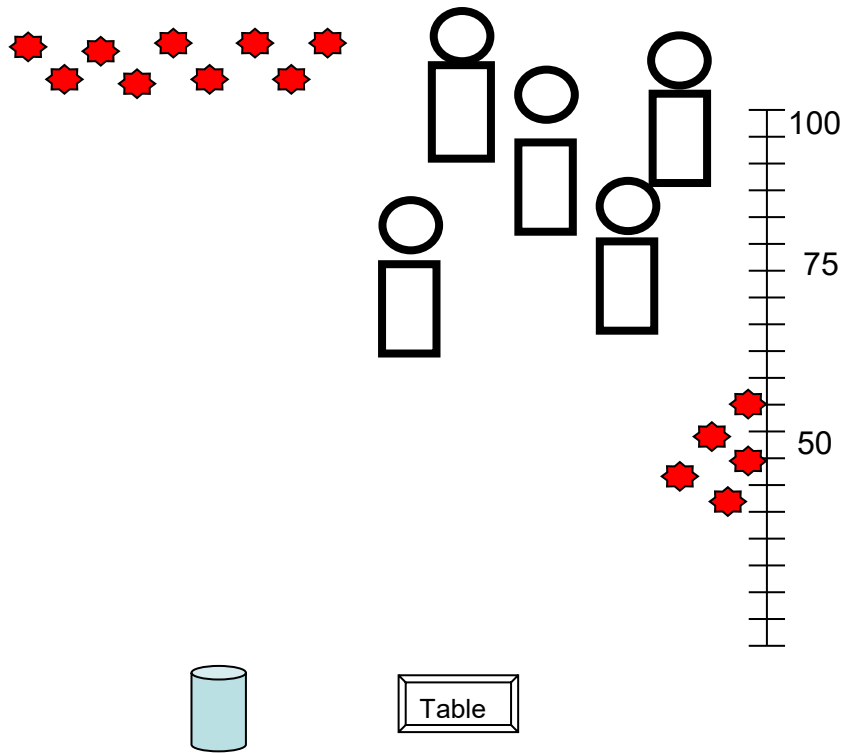
## Range 1 Stage 2

Guns and Ammunition: 15 rounds

Shooting Sequence: Standing behind the table – **Unloaded** rifle staged on the table. Hands at your side palms against legs. At the buzzer load rifle and engage the middle rectangle with two rounds then one to the middle round target. Repeat on target set 2, then target 4, then target set 1, then target set 5.

Name BAMM

Range 1 Stage 3 and 4



## Range 1 Stage 3

Guns and Ammunition: 10 rounds

Shooting Sequence: Kneeling behind table – Loaded Rifle on table pointed towards Left rear corner. At the Buzzer – Remain kneeling (table can be used as a rest). Engage each target set – Back to front.

## Range 1 Stage 4

Guns and Ammunition: **UP TO** 7 rounds

“Saving Ryans Privates”

Shooting Sequence: Loaded Rifle staged on Barrel. At the buzzer – shooting from the barrel (rest) Break **1** clay on right Berm then 1 on the rear berm. Any remaining rounds are placed on any steel target (no DT's/TT's). Misses while attempting clays don't count. **Misses on steel count as misses.** If you don't break any clays on first 5 rounds you must reload one round at a time and shoot 2 steel targets. If you only break one clay you must reload and shoot one steel target.