STAGE:	3 – RIDING SHOTGUN	LOCATION:	Gate 2 – Bay 1
FIREARMS:	SHOTGUN ONLY	ROUND COUNT:	4 Slugs and 40 Birdshot

READY CONDITION:	
SHOTGUN	Loaded to division capacity, safety on, and held.
EXTRA AMMO	Birdshot ammo shall be on the shooter's person. Slugs shall be staged inside the vehicle.

TARGET DESIGNATIONS:

All steel chest plates are shotgun slugs only. All other targets are shotgun birdshot only.

STAGE PROCEDURE:

Shooter will be seated squarely (back rested) in the front passenger seat of the vehicle holding the shotgun with both hands, the stock against the shooter's belt, and the muzzle sticking out of the windshield. Upon the start signal, shooter shall engage the 4 steel chest plates through the windshield and the driver side window while remaining in the seated position and no part of the body touching the ground outside (1 slug hit on target called by the RO neutralizes the target). Slug reloads must be done while inside the vehicle.

All the other targets shall be engaged with birdshot only as they become visible at any time after the start signal and from anywhere inside the vehicle and the shooting area. The Polish Plate Rack's activator target must be hit first before any of the plates on the rack can be engaged.

SPECIAL NOTES:

1) Failure to hit the Polish Plate Rack's activator plate first before engaging the plates on the rack will be a 5-second Procedural penalty plus 15-second Fail to Engage penalty for every plate knocked off the rack before it is activated since the target is no longer available to be engaged correctly (Rule 11.1.15).
2) Any non-slug targets INSIDE THE BAY that is hit with a slug will be a Stage DQ (Rule 2.2.3) and shooter shall pay fines if the target or stand is damaged.
3) **ANY USE OF SLUGS OUTSIDE THE BAY AND IN THE FOREST AREA WILL BE A <u>MATCH DQ</u>** regardless of whether the target is hit or not (Rule 2.1.7 due to no berm confines). If a target is hit with slugs, shooter shall pay fines if the target or stand is damaged.