



Auto reset

**START POSITION: Low Ready**

Box 1

**SCORING**

**SCORING:** Aggregate time plus penalties

**TARGETS:** 6 IPSC, 7 N/S, 9 bases, 7 auto rest steel targets, 2 flash targets, 2 bowling pins, 2 wood boxes 1 outbreak face-off (4 clays)

**HITS SCORES:** Head A=8, Body A=5, B=4, C=3, D=1

**START-STOP:** Audible – Last shot

**PENALTIES:** Not Hit. +10 secs.  
Procedural. +10 secs.  
No-shoot hit. +20 secs.  
DNF. Slowest time +30 secs.

Box 2

Box 3

**PROCEDURE**

Course is run left-to-right or vice versa at competitor's choice. Targets may only be engaged from respective firing boxes. Competitor engages all targets (except no-shoots) from Boxes 1 through 3, engaging targets within a box. All steel must be shot last in each box. All steel must be engaged near to far. Also left to right. Paper targets must have a minimum 8 points to neutralize. All steel must be shot once. All clay must be broken. All bowling pins must fall to the ground.

Firearms: Full Auto or Semi Auto rifles in center fire rifle caliber.  
Ex: M16/AR15, AK47, M1/M2 Carbine, M1 Garand, CETME/G3, FAL, FNC, Mini 14/AC556, SKS, M14/ M1A, etc.

(Course of fire subject to change without notice).

**METACON Gun Club**

**Class III**

**Assault Rifle Match**