

# \* BOOM-A-RANG\*

**RULES:**

**DESIGNER:** GWELBORN

**START POSITION:** Standing in box with shotgun at low ready and loaded with 8+1 rounds only.

## STAGE PROCEDURE

On signal engage steel with only 2  $\frac{3}{4}$  factory shot shells. The use of 00 buckshot is allowed but NO slugs. The poppers must be down and the MGM double spinner must rotate 360 degrees.

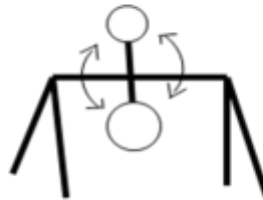
\$5.00 /run with no maximum on number of runs.

**Shortest time wins \$100.00.**

## SCORING

20 second penalty for failure to rotate spinner 360 degrees, 10 second penalty for failure to knock down each popper and 10 second penalty for FTE.. Stage timed out at 50 seconds. No trick guns or ammo allowed.

**START-STOP:** Audible - Last shot



**RO NOTES:**