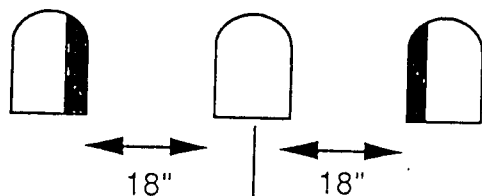
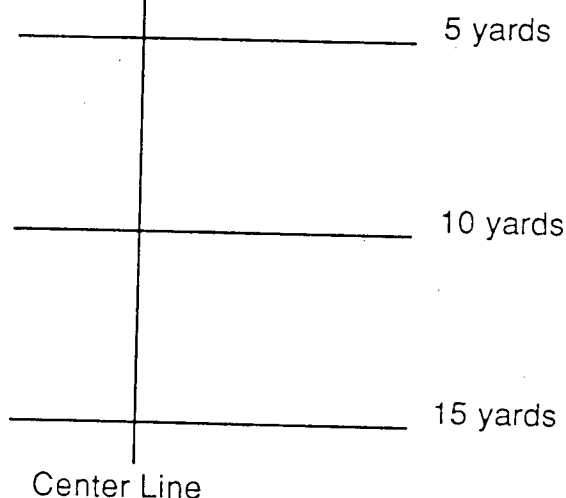


"A" zone is completely visible. Hard cover touches "A" zone perf.



1995 Classifier #1

"Arizona Standards Made Easy"



Stage Procedure:

- String 1 - Standing hands relaxed at sides, 15 yards, 6 rounds, 3.5 seconds. On signal draw and engage T1-T3 with 2 rounds each, freestyle.
- String 2 - Standing hands relaxed at sides, 15 yards, 2 rounds, 2.5 seconds. On signal draw and engage any one target with two rounds, freestyle.
- String 3 - Standing hands relaxed at sides, 10 yards, 6 rounds, 3.5 seconds. On signal, draw and engage T1-T3 with two rounds each, freestyle.
- String 4 - Standing, hands relaxed at sides, 10 yards, 2 rounds, 2.5 seconds. On signal, draw and engage any one target with 2 rounds strong hand only.
- String 5 - Standing hands relaxed at sides, 5 yards, 6 rounds., 3.5 seconds On signal, draw and engage T1-T3 with two rounds each, freestyle.
- String 6, - Standing, hands relaxed at sides, 5 yards, 2 rounds, 2.5 seconds. On signal, draw with strong hand, pass gun to weak hand and engage one target only with two rounds.

Scoring: Time

Targets: 3 paper

Min. Rounds: 24 rounds

Min. Distance: 5 yds.

Max Distance: 15 yds.

Start Signal: Audible

Stop Signal: Audible

Start Position: Standing with hands relaxed at sides

Penalties:

Premature Starts +5 sec.

Foot Faults +5 sec.

Each mandatory target not hit +5 sec.

Procedural +5 sec.

NOTE: Maximum hits per target is eight (8). More than 8 = + 10 seconds per extra hit.

NOTE: also - you may only fire the number of rounds stated per string.

Extra rounds fired = +5 seconds per shot.