

## CHASA NRA ACTION PISTOL CHAMPIONSHIP SOUTH AFRICA, 2017



## E-3 Event III: The Moving Target

## **Event**

Rounds: 48

Targets: NRA AP-I target.

Range: 10, 15, 20, and 25 Yards





Procedure: The target will move from behind a barricade, travel sixty (60) feet in six (6) seconds, and then disappear behind another barricade. There will be a clearly marked, three (3) foot square firing area at each stage. The firing square will be at the center of the sixty (60) foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the firearm holstered and both hands held shoulder high. There will be no audible signals. When the competitor is ready to fire, both hands must be raised to the starting position. The signal to commence firing will be when the target appears from behind the barricade.





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10 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires six (6) rounds at the target, which moves from left to right.

15 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires six (6) rounds at the target, which moves from left to right.

20 Yard Stage: At the signal to commence fire, the competitor fires three (3) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires three (3) rounds at the target, which moves from left to right.

25 Yard Stage: At the signal to commence fire, the competitor fires three (3) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires three (3) rounds at the target, which moves from left to right. The full procedure is then repeated one more time.

Penalties: There will be a ten (10)-point penalty for any premature start, for each procedural error, for any round that strikes either barricade, and for any round fired over the designated amount.

