



Artwork Courtesy of Coastal Bend Shooters

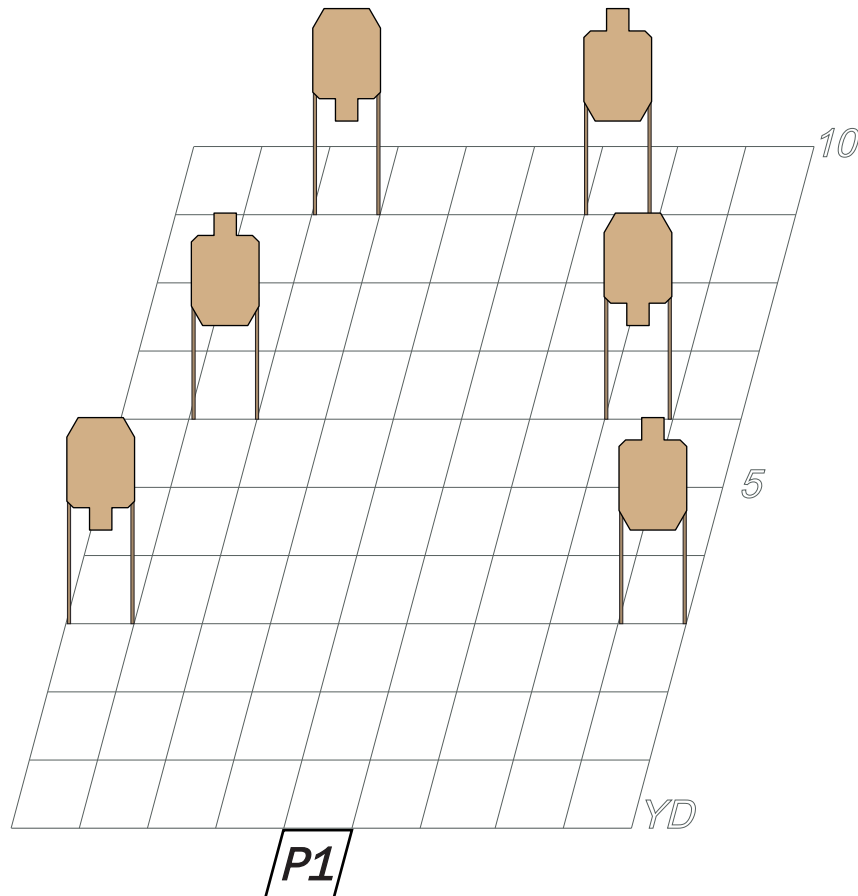
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Heads Or Tails

COF #198

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Date: 1/1/06



Concealment:	Required	Min Rounds:	12
Scoring:	<i>Limited Vickers</i>	Reloads:	N/A
Start Position:	Standing at P1 <i>facing up range</i> , hands at sides. with 6 rds in gun (5+1 semi)		
SO Duties:	When the shooter is at P1 ready to begin the stage, the SO will flip a coin and then tell the shooter if it was "Heads" or "Tails". If the toss was Heads, the shooter only engages with heads up. If tails, the shooter only engages targets which are inverted.		
SO Note:	<i>Have the shooter face downrange to "load and make ready". Also, you must determine the direction each shooter will turn and ensure bystanders are clear of any possible muzzle sweep.</i>		
String 1:	On the signal, turn, draw, and engage the three appropriate targets (according to the coin toss,) in <i>tactical priority</i> and <i>tactical sequence</i> .		
String 2:	Repeat String 1 with the same targets. except, load with 2rds (1+1). Mag 2 and mag 3 with 2rds each on belt.		
Props:	6 Targets - 6 Stands - 12 Sticks		