# **Parallel Run and Gun**

Created By: RicoCastro RULES: Other

#### START POSITION:

Rifle or pistol (depending on version of stage), loaded to 10 rounds with two shooters (parallel stage) or single shooter (solo stage) reloading may be required - at least two shots per target required

### PROCEDURE:

# Parallel Run and Gun Down Center Hallway (2 shooters) (not scored):

Shooters start in their own start box with rifle or pistol per RSO. Upon the buzzer, shooters move side by side down the indicated path and hallway. Penalty incurred to both shooters if they move in front or behind one another. Practice communication as you move and as you reload. Shooter on left engages targets to the left. Shooter on the right engages targets to the right. At the end of the hallway at the t-intersection, shooter on the left goes left and shooter on the right goes right (be mindful of the 180 rule). Move out of the t-intersection and engage the two steel targets on the shooter's corresponding side (left shooter engages two left targets, right shooter engages two right targets).

Parallel Run and Gun continuing to move (2 shooters) (not scored): Shooters start in their own start box with rifle or pistol per RSO instruction. Upon the buzzer, shooters both engage all targets at the same time while MOVING but staying parallel to each other. Shooters must continue movement as they shoot otherwise a penalty will be incurred. Penalty also incurred to both shooters if they move in front or behind one another. Practice communication and spacial awareness as you move between targets. Once a target becomes visible, engage.

## Solo Run and Gun Down Center Hallway (1 shooter) (scored):

Same run as with two shooters but now with a single shooter. Shooter must engage targets on both sides of the hallway, will run with pistol and rifle for score time permitting.

SCORING: Unlimited

**ROUND COUNT: 12** 

TARGETS: 6

DISTANCE: 1 yard - 30 yards

SCORED HITS: 12

PENALTIES: Solo - stop moving; Parallel - going in

front of / behind your partner

NOTES:

