**Run and Go**

**Santa Rosa Shooting Center in Pace, Florida**

**May 11, 2019**

The basis for this game is that the team does not advance to the next station until someone on the team runs the station (hits all the targets without a miss). Run the station, Go to the next station.

Each team will be made up of 3 people. The preferred team makeup will be as follows:

* One member of the team should be from Master Class, or AA Class, or A Class.
* One member of the team should be from B Class or C Class or D Class.
* One member of the team should be from E Class, or Hunter Class. (Hunter Class is an unregistered shooter).

However, if you are unable to put together a team with members as outline above, please feel free to establish your team with any members you desire. We are trying to keep a team from having an unfair advantage by using 3 Master Class Shooters. We want all teams to have an opportunity to win.

The team will establish a rotation for who shoots first at each station. This rotation will be followed so that the same person doesn’t shoot first each time.

Example:

* Shooter A shoots first at Station 1
* Shooter B shoots second at Station 1
* Shooter C shoots third at Station 1
* At Station 2, B shoots first, followed by C and then A
* At Station 3, C shoots first, followed by A and then B
* This shooting order will continue to rotate until all stations are shot.
* Once someone on the team runs the station, the team moves on to the next station. For example, if the first person shooting hits all the targets then the team moves on to the next station without the other two shooters taking any shots.
* Once a person starts shooting the menu at a Station, they must continue shooting the menu until they complete the menu at that Station. At each station, everyone must shoot the menu once before anyone makes a second attempt at the menu.
* At each station -- After each person on the team has shot the posted menu twice and no one has run the station, the team is to move on to the next station.
* The team score will be calculated by adding all the hits and misses for each shooter as recorded on the scorecard. Basically, this is how many shots did the team take to complete all 12 stations.
* The winning team will be determined by the team that has the lowest score.
* There will be 12 Stations. All stations will be 3 pair. Either Report Pair, or True Pair or a combination.
* Each team will be given a Target Card with 465 targets. This will be sufficient for Show Birds, the Course and any breakage or do overs. NSCA rules will apply when the trap breaks a target (no bird).
* After each team completes all 12 stations and if your Target Card still has targets on it, the team may continue to shoot until the Target Card is completely used up. These left over targets may be shot at any of the Stations at SRSC. They do not have to be shot at the 12 stations you just shot.
* Each member of the winning team will get a target card with targets on it as follows:
	+ Each person wins 200 targets if the preferred team makeup is used.
	+ Each person wins 100 targets if the preferred team makeup is not used.

**Call (850) 995-9377 or come by the pro shop to register.**

**Start time is 9:30AM, May 11th, 2019****.**

**European Rotation will be used / Scorecards must be turned in by 4:00PM.**

**Cost is $65 per person and lunch will be provided.**