

THE QUACK 'N DIRTY DQT

Post this target at 20 m. (66 ft)
Fire the 1st stage (Standing) on
the largest silhouette (equal to a
giant rubber duck at 100 yards).
10 rds. from standing in 2 mins.

Score: Stg. 1 _____

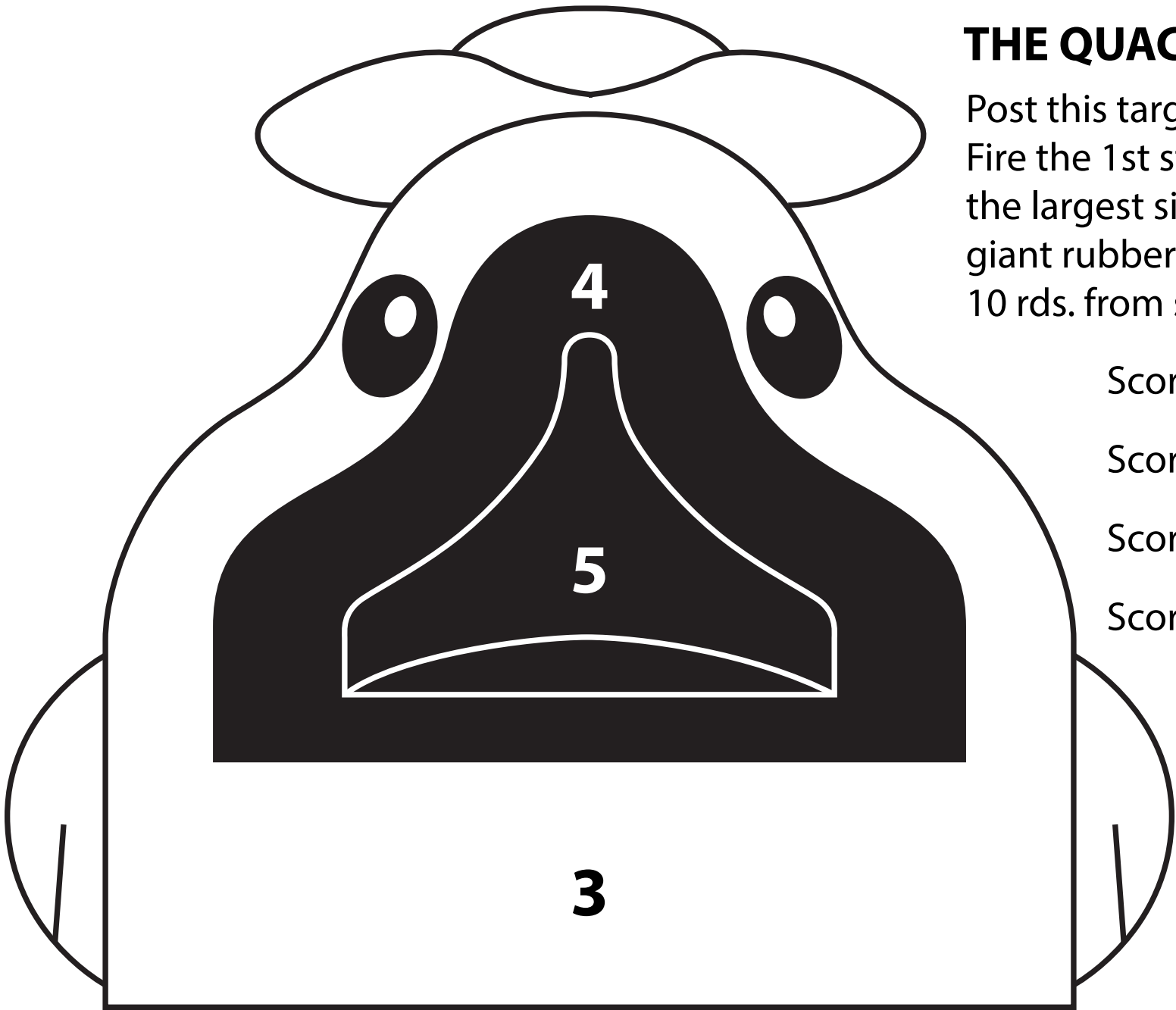
Score: Stg. 2 _____

Score: Stg. 3 _____

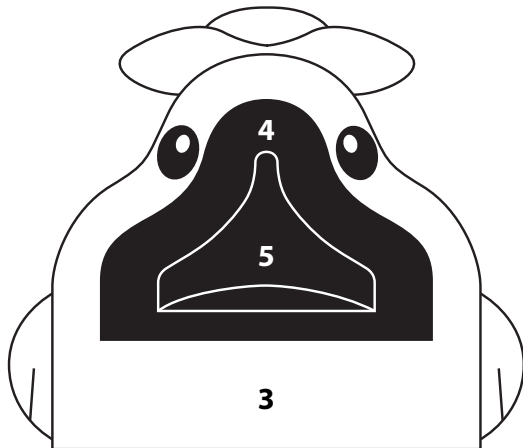
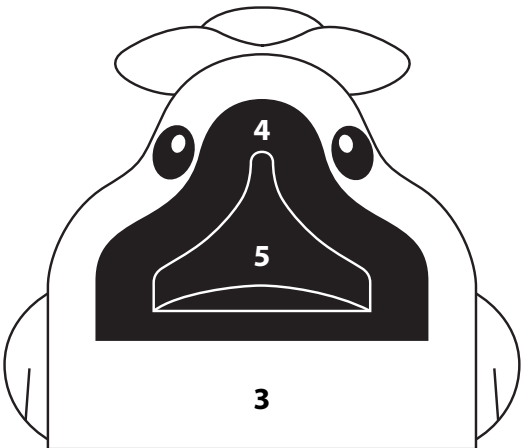
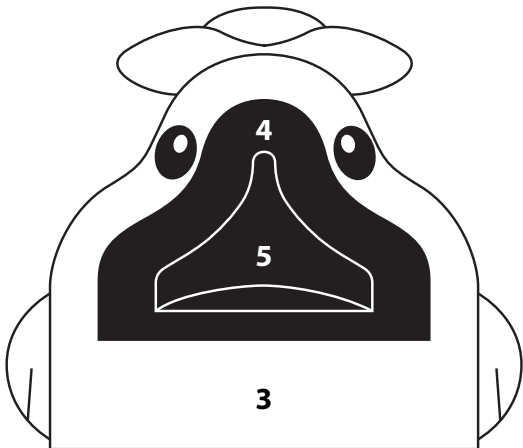
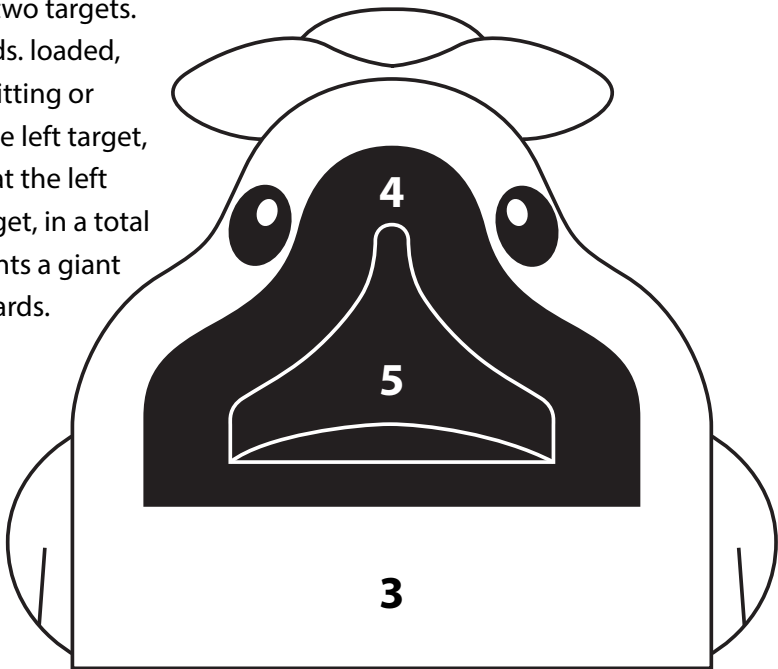
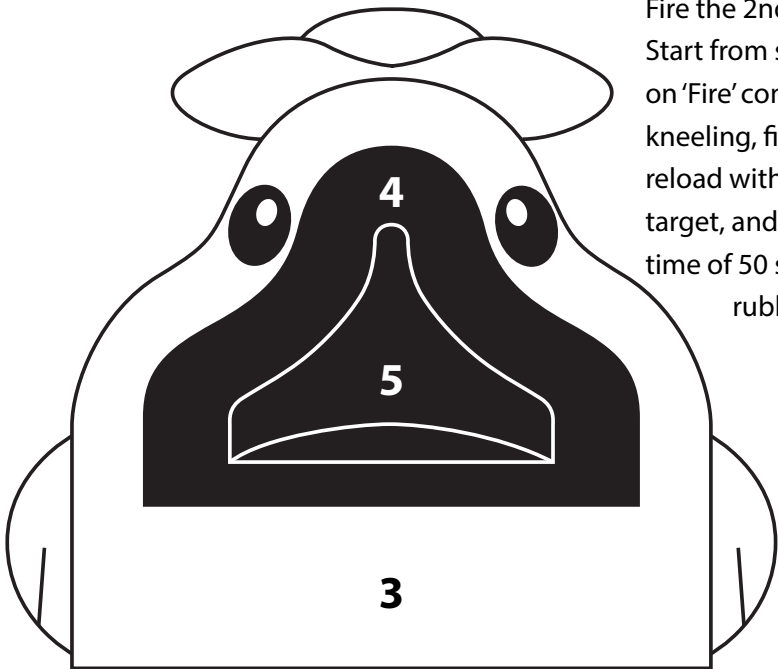
Score: Stg. 4 ____ x2____

Total Score _____

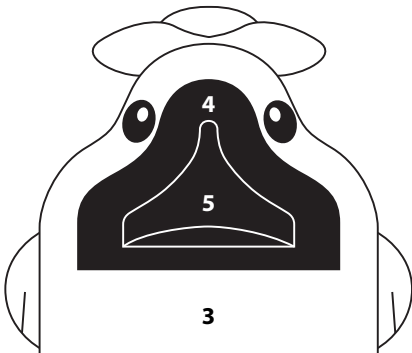
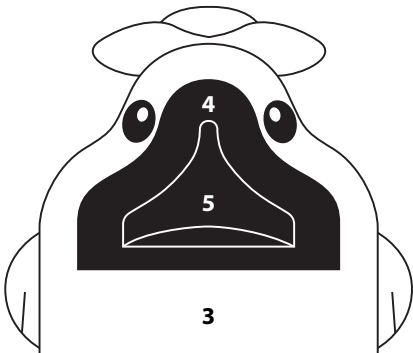
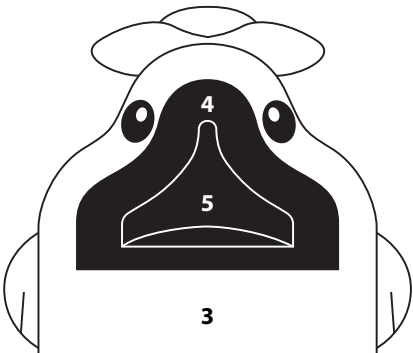
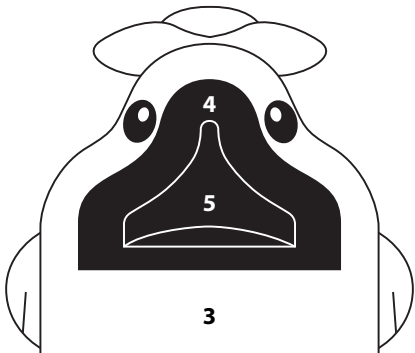
Qualification:
under 125 = No quack
125-169 = Quacker
170-209 = Sharp Quack
210 or more = Earthquack!
(Quackerman)



Fire the 2nd stage on these two targets.
Start from standing with 2 rds. loaded,
on 'Fire' command, drop to sitting or
kneeling, fire two shots at the left target,
reload with 8 rds, and fire 3 at the left
target, and 5 at the right target, in a total
time of 50 seconds. Represents a giant
rubber duck at 200 yards.



Fire the 3rd stage on these three targets. Start from standing with 2 rds. loaded, on 'Fire' command, drop to prone, fire two shots at the left target, reload with 8 rds, and fire a third at the left silhouette, then 3 rds. in the middle silhouette, and 4 rds. into the right silhouette, in a time of 60 seconds. Represents a giant rubber duck at 300 yards.



Fire Stage 4 prone on these four targets. 2 rds. on each of the 1st two silhouettes, and 3 each on the last two for a total of 10 rounds, in a time limit of 5 minutes. Represents a giant rubber duck at 400 yards.