

# GPA Baseline Classifier

<b>RULES:</b> GPA	<b>Created By:</b> GPA
<b>START POSITION:</b> Strings 1 - 4: P1, directly behind line --- String 5: P2, directly behind line	
<b>PROCEDURE:</b> NOTE: Multiple targets may be used to facilitate scoring  <b>Strings 1 - 4 Staying behind the line at P1</b> String 1 - Engage the target with 6 shots <i>Freestyle, no reload required</i>  String 2 - Engage the target with 6 shots <i>Strong Hand Only, no reload required</i>  String 3 - Engage the target with 6 shots <i>Weak Hand Only, no reload required</i>  String 4 - Engage the target with 3 shots to the body and 3 shots to the head. <i>Freestyle, Reload Required</i>  <b>String 5 - Starting behind the line at P2</b> String 5 - <i>While moving</i> , engage the target with 6 shots <i>Freestyle, no reload required</i> ,do not go past the line at P3	<b>SCORING:</b> Limited
	<b>ROUND COUNT:</b> 30
	<b>TARGETS:</b> 1
	<b>DISTANCE:</b>
	<b>SCORED HITS:</b>
	<b>PENALTIES:</b> All Strings: 1 PE per string for extra shots String 4: DPE (6 seconds) for failure to reload String 5: 1 PE for each target engaged with insufficient motion
	<b>CONCEALMENT:</b> Yes
	<b>NOTES:</b> Reload is required ONLY on String 4

Target shoulders are set at 60 inches



5 yards to target



P3

10 yards to target



P1

12 yards to target



P2