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Kettlefoot "Belly" Match

6/6/2026

5 Stages - 60 Rounds Maximum

shots to get 1 hit (Xs/1h) - Shooter is given X shots to get 1 hit. Misses from the shots given result in less points. For example: if a target is 3 shots for 1 hit, then if the shooter hits on the first shot they get 3 points. Second shot, 2 points. 3rd shot, 1 point. No hits, no point. Target only gets hit once before moving onto the next.

X shots for X hits (Xs/Xh) - Shooter is given X shots to get X hits. Each hit is worth 1 point. For example: if it is 5 shots for 5 hits (5s/5h), then the shooter takes 5 shots at the same target or target rack and gets 1 point for each hit made.

Distances provided are in yards and Horizontally Compensated ranges, not true line of sight and are provided to the best of our ability.

Stage 1

Big Rusty @ 517.5	Pink Square @ 800	Orange Square @ 1088
3 shots, 1 hit (1)	4 shots, 1 hit (1)	5 shots, 5 hits (Hit to Move) (1)

(3) 3/12
#Forgot to dial

Stage 2

Orange Diamond @ 753	2 each Hor/vert @ 567	KYL #3 @ 633
3 shots, 1 hit (3)	4 shots, 1 hit (2)	5 shots, 5 hits (4)

(9) 9/12

Stage 3

Orange IPSC @ 1095	Blue Pig @ 671	KYL #4 @ 760
3 shots, 1 hit (0)	4 shots, 1 hit (4)	5 shots, 5 hits (Hit or Miss) (3)

(7) 7/12

Stage 4

Blue IpSC @ 520	White Diamond @ 605	Red IpSC @ 823
3 shots, 1 hit (3)	4 shots, 1 hit (4)	5 shots, 5 hits (1)

(8) 8/12

Stage 5

Pink IPSC @ 441	Orange Fox @ 733 (Behind KYL #4)	Orange Square @ 967
3 shots, 1 hit (3)	4 shots, 1 hit (4)	5 shots, 5 hits (5)

(12) 12/12
#Clean

Gold Bore: 823 yards

1st = 47 3rd = 43 (5th)
2nd = 46 4th = 41

(39)