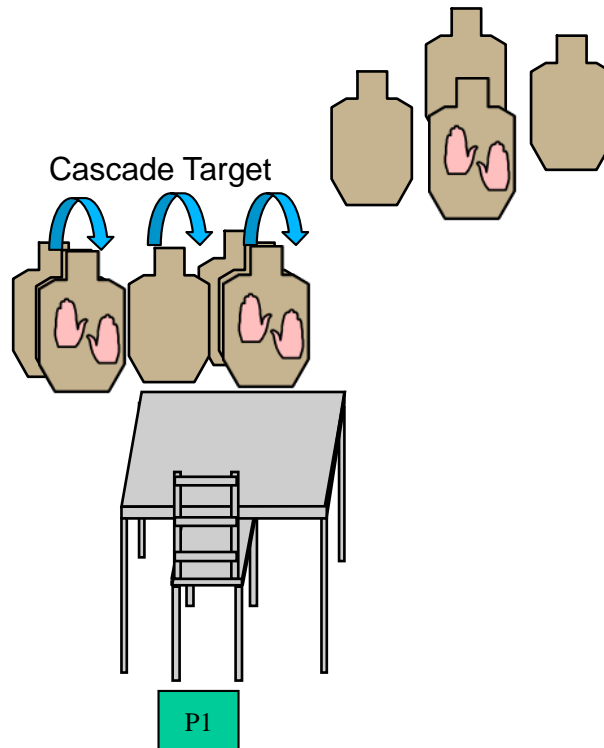




Range Boundary



Why Must Moving Bad Guys Attack at the Club

SCENARIO: Sitting at the table with your friends at the club when Bad Guys Attack

DESCRIPTION: Shooter starts at P1 with firearm loaded but not chambered to division capacity on table (use the 18" wide one). Magazines on the table. At buzzer, hit the button and engage all targets with two rounds each.

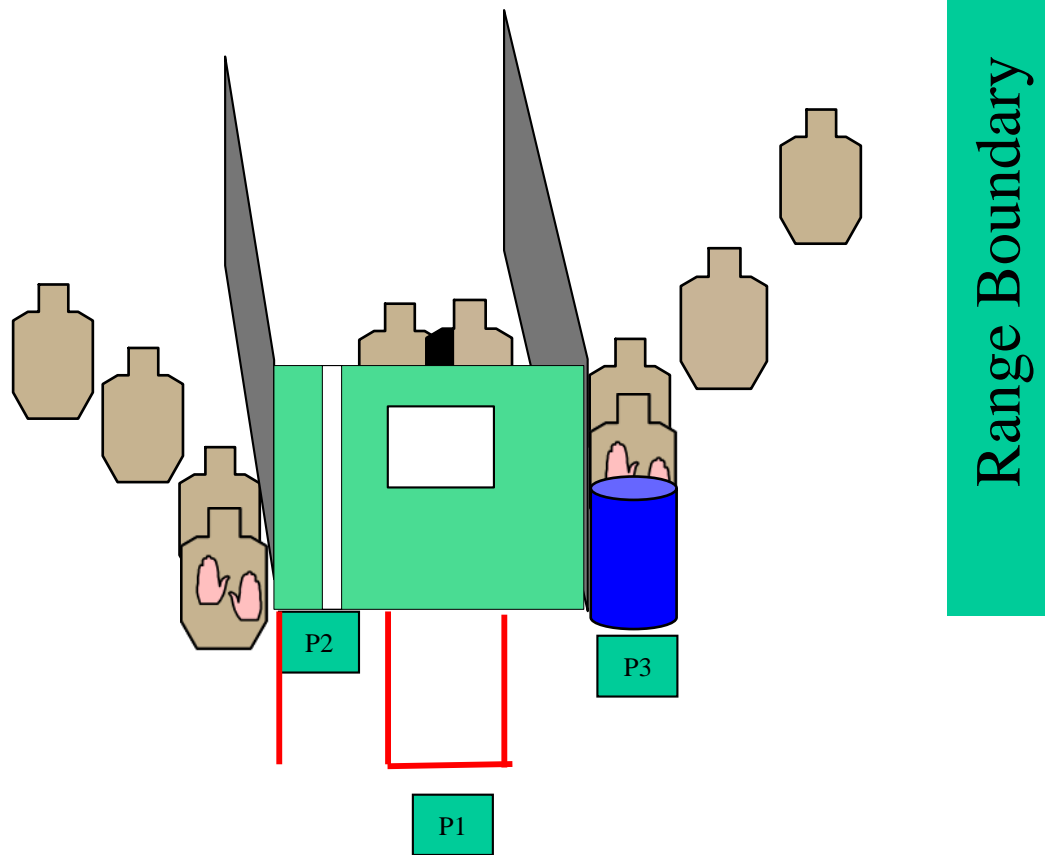
SAFETY REMINDERS: Be careful grabbing BUG gun from table.

SET-UP: There are two static targets behind the cascade behind targets 1 and 3. Up close to the two front static targets is the cascade, which falls forward toward the shooter. Targets 1 and 3 are non-threat. Target 2 is a threat. The cascade is on a timer that allows target 2 to be shoot and transition to the distant target before it actuates. The distance targets are two yards beyond the two close static targets.

Concealment is not required

12 rounds

Unlimited scoring



Why Must Bad Guys Attack in the Yard

SCENARIO: In the back yard when Bad Guys Attack

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity. At buzzer, engage all targets with two rounds each. Shooter must go to left side first. Right side is either slicing the pie from the barricade or low cover from the barrel.

SAFETY REMINDERS: Watch muzzle when transitioning from P2 to P3.

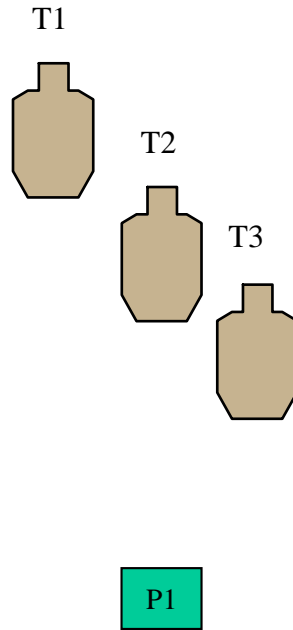
SET-UP: All targets are static and range from 4 yards to 7 yards, except for center, which can be as close to the port as necessary for clear had shots from P1.

Concealment is required

16 rounds

Unlimited scoring

Range Boundary



Up close and personal....

DESCRIPTION: Shooter starts at P1 with firearm loaded and holstered with 5 rounds and up to two additional 5 round magazines/loading devices on body.

String 1: Draw, four body, 1 head freestyle

String 2: Draw, four body, 1 head strong hand only.

String 3: Low ready, four body 1 head, weak hand only.

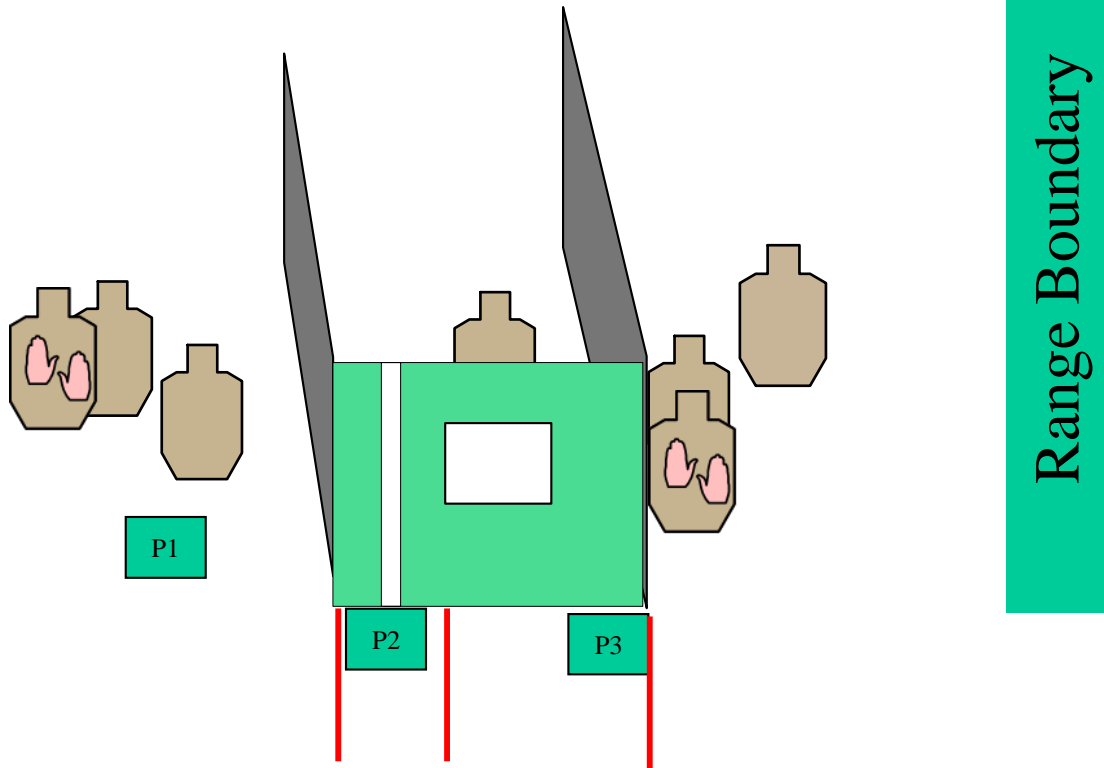
SAFETY REMINDERS: None

SET-UP: T1: 5 yds, T2:4 yds, T3: 3 yds.

Concealment is not required

15 rounds

Limited scoring



Why Must Bad Guys Attack when Strolling

SCENARIO: Walking in town when Bad Guys Attack

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity. At buzzer, engage all targets with three rounds each.

SAFETY REMINDERS: Watch muzzle when retreating from P1 to P2 and transitioning from P2 to P3.

SET-UP: All targets are static and range from 4 yards to 6 yards, except for first two targets, which can be as close as 2 and 3 yards from P1.

Concealment is required

15 rounds

Unlimited scoring