

Why Must Moving Bad Guys Attack

SCENARIO: Out for a stroll when bad guys attack.

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

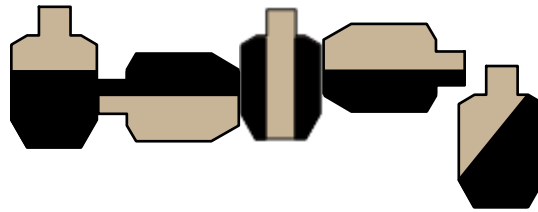
SAFETY REMINDERS: None

SET-UP: All steel targets are 10 yards from shooting points. Leftmost targets are close (5 yards) but behind barricade. The swinger activates at $t=0$. The Peek-a-boo pretty soon thereafter. Not so fast that a slow person can't get it but not so fast it is first.

Concealment is required

14 rounds

Unlimited scoring



Range Boundary

P1

Be precise....

DESCRIPTION: Shooter starts at P1 with firearm loaded and holstered with 6 rounds and up to two additional 6 round magazines on body. Engage each target with one body and one head.

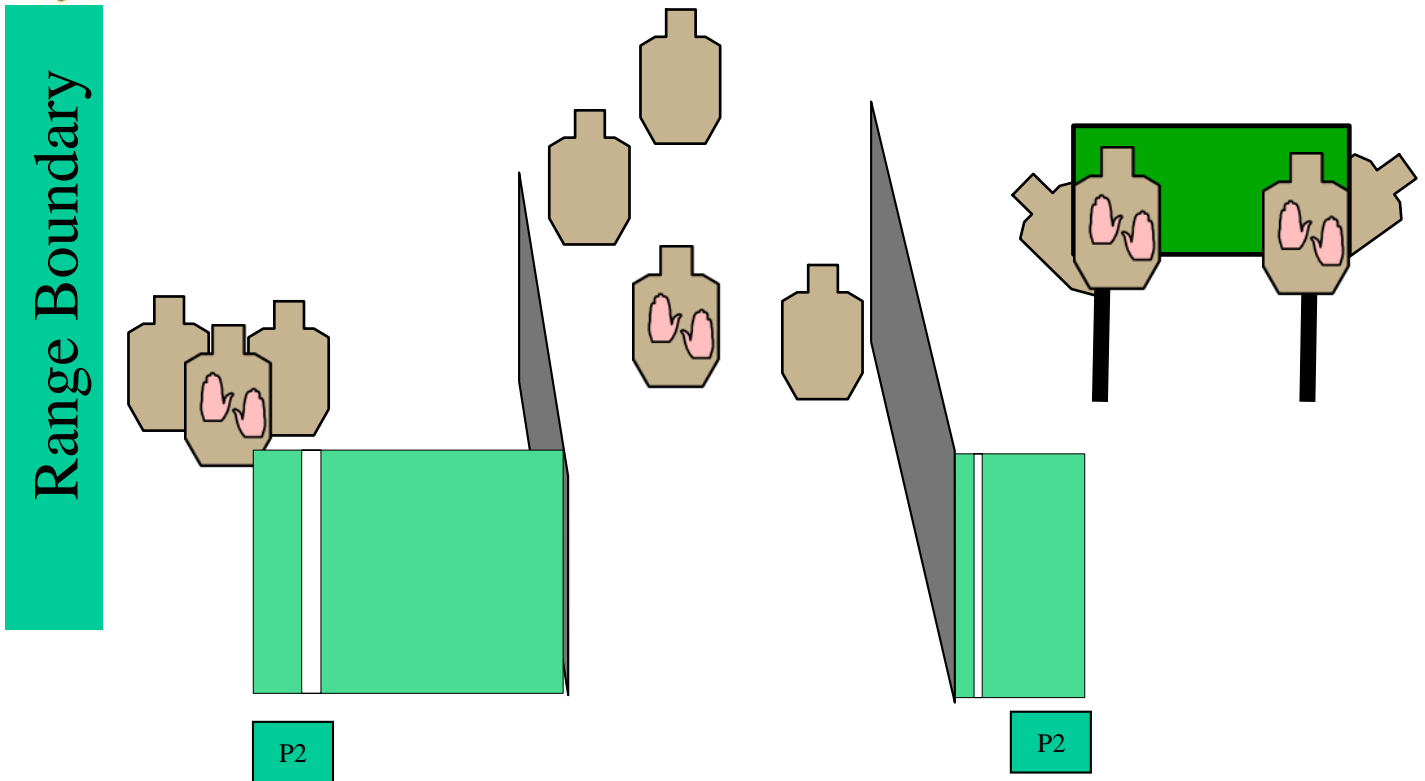
SAFETY REMINDERS: None

SET-UP: Targets at 5 yards unless the angle too wide, then move them out to 7, etc.

Concealment is not required

12 rounds

Limited scoring



P1

Why Must Bad Guys Attack

SCENARIO: Out for a stroll 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 can go to either side first.

SAFETY REMINDERS: None

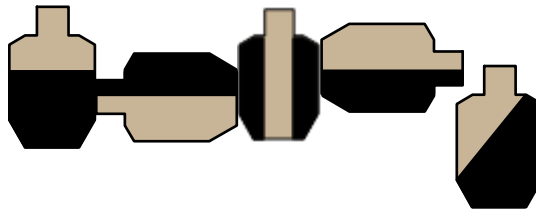
SET-UP: All targets are static and range from 5 yards to 10 yards, except for leftmost, which can be as close as 3 yards

Concealment is required

14 rounds

Unlimited scoring

Range Boundary



P1

Be precise with one hand only....

DESCRIPTION: Shooter starts at P1 with firearm loaded and holstered with 6 rounds and up to two additional 6 round magazines on body. Engage each target with one round strong hand. Reload and engage each target with one round weak hand.

SAFETY REMINDERS: None

SET-UP: Targets at 5 yards unless the angle too wide, then move them out to 7, etc.

Concealment is not required

12 rounds

Limited scoring