

### Backyard Party Gone Bad

**DESCRIPTION:** Shooter starts at P1 with firearm loaded to division capacity and holstered stirring the fire with the strong hand. At the sound of the buzzer, shooter will drop the stick, and engage the and two static targets with 2 shot each while retreating. Once complete, shooter moves to P2 and engages the three targets with 2 rounds each in tactical priority. Once complete, shooter moves to P3 and engages the targets with 2 rounds each in tactical priority.

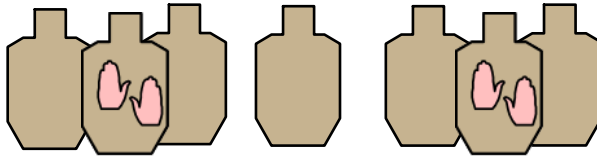
**SAFETY REMINDERS:** Shooter should be reminded to keep the muzzle pointed in the safe direction during movement to P2. Shooters must not move muzzle past safety barriers (red/white barber poles).

**SET-UP:** P1 is 5 yards from targets. P2 is 10 yards from target. P3 is 4 yards from target.

Concealment is required

14 rounds

Unlimited scoring



Range Boundary

P1

## Standard

**DESCRIPTION:** Shooter is standing at P1 with the gun holstered and loaded to division capacity. At the buzzer shooter will engage each target with three rounds (order of engagement does not matter).

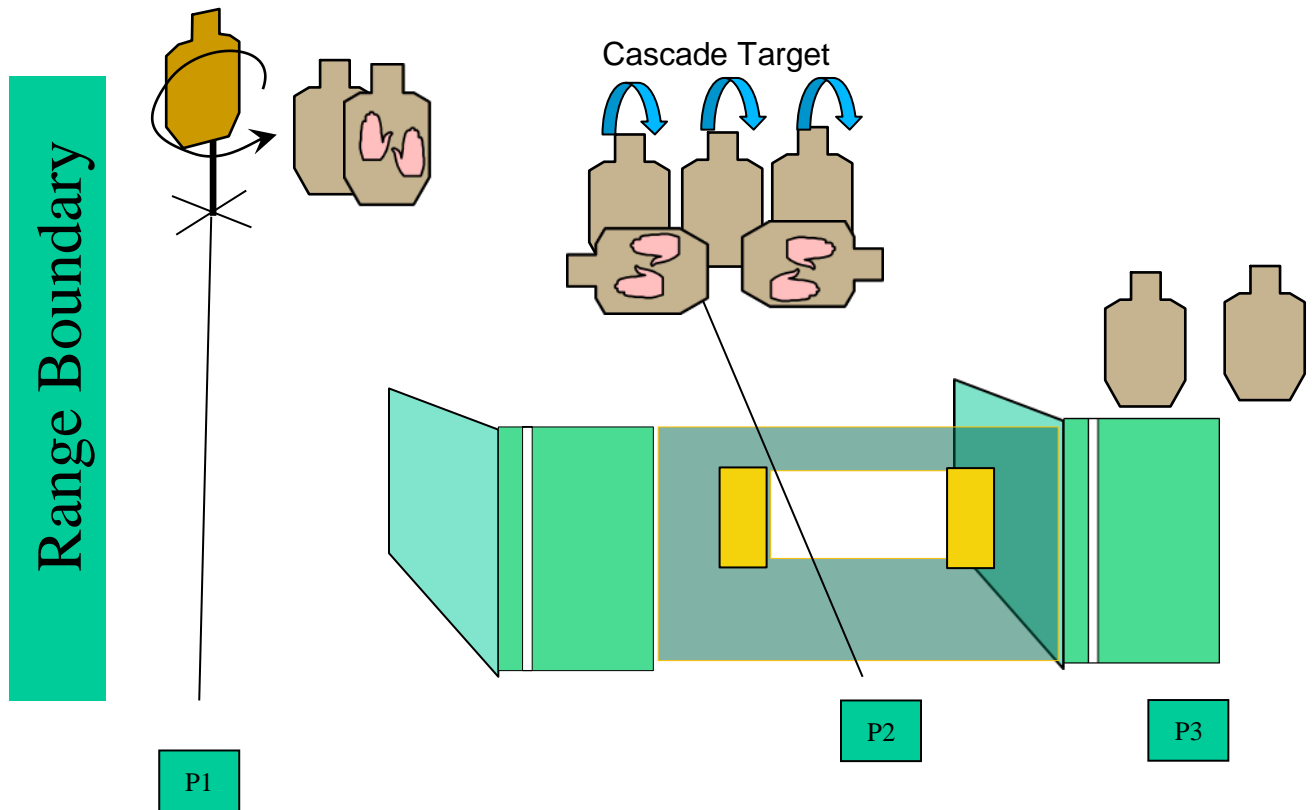
**SAFETY REMINDERS:** This one is straight forward.

**SET-UP:** The targets are 15 yards from P1. The non-threats cover the -3 only.

Concealment is not required

15 rounds

Limited Scoring



### Horse Shoes goes wrong

**DESCRIPTION:** Shooter starts at P1 with firearm loaded to division capacity and holstered holding a horse shoe. At the sound of the buzzer shooter will throw the horse shoe, draw and engage Drop Turner and static target with 2 shot each. Once complete, shooter moves to P2. At P2 shooter opens port and engages targets. Once complete, shooter moves to P3 and engages the targets with 2 rounds each in tactical priority.

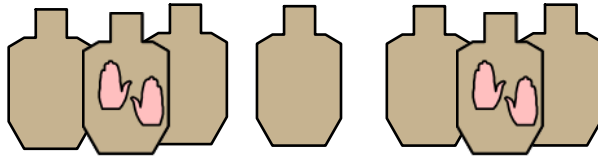
**SAFETY REMINDERS:** Shooter should be reminded to keep the muzzle pointed in the safe direction during movement to P2. When opening port muzzle, must be pointed at one of the yellow areas so that the hand does not get muzzled. Make sure that the “window” is held when the pressure plate is reset (can be done by pulling rod and turning – no need to open pressure plate or put hands inside).

**SET-UP:** Static target and Drop Turner are 10 yards from P1, cascade target is 10 yards from the P2. The remaining targets 4 yards from P3. Popper falls onto pressure plate.

Concealment is not required

14 rounds

Unlimited scoring



Range Boundary

P1

## Standard

**DESCRIPTION:** Shooter is standing at P1 with the gun holstered and loaded to division capacity. At the buzzer shooter will engage each target with three rounds (order of engagement does not matter).

**SAFETY REMINDERS:** This one is straight forward.

**SET-UP:** The targets are 25 yards from P1. The non-threats cover the -3 only.

Concealment is not required

15 rounds

Limited Scoring