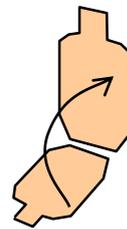
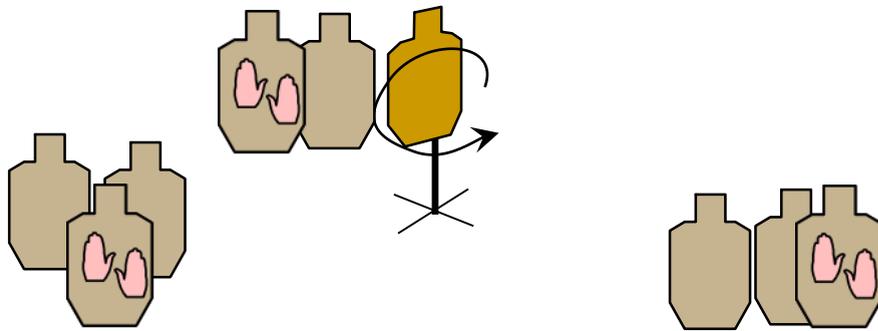
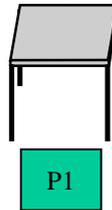




Range Boundary



Flop-Up



## Always Bad Guys Attack

**SCENARIO:** Out for a scroll when bad guys attack.

**DESCRIPTION:** Shooter starts at P1 with firearm loaded to division capacity. At buzzer, push the button and engage the targets with two rounds each.

**SAFETY REMINDERS:** Draw at a speed consistent with the shooters capability.

**SET-UP:** The flop-up is 3 - 4 yards from P1. The Flop-up has three targets. The Static center target is a threat. The front target is a non-threat and the rear target is a threat with hard cover consistent with the deployed front non-threat. At least a head is available on both threats once the non-threat deploys. The timer is set so that a fast draw can get two in the body. The drop turner is at 10. The drop turner is timed so that a shooter finishes the flop-up and can engage some second priority targets before it activates. The mid-level targets are at 8 yards so they are the same priority as the drop turner.

Concealment is required

16 rounds

Unlimited scoring

# CoF 1 vs CoF 3

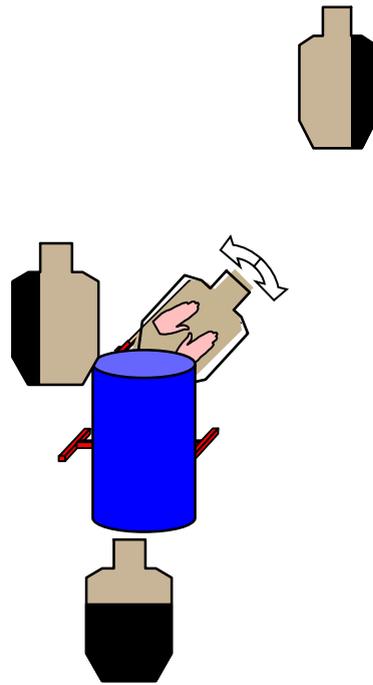
## CoF 1

- Static Threat on Flop-up
- Additional Flop-up threat (1<sup>st</sup> Timed)
- 2<sup>nd</sup> Priority Threat
- Drop Turner (2<sup>nd</sup> timed)
- Remaining 2<sup>nd</sup> priority threat

## CoF 3

- 2<sup>nd</sup> Priority Threat
- Drop Turner (1<sup>st</sup> timed)
- 2 Priority threat
- Flop-Up threats (2<sup>nd</sup> timed)
- Remaining 2<sup>nd</sup> priority threat

If you want the CoF to be slightly different, you can move the static 2<sup>nd</sup> priority targets and non-threats around to make them slightly different.



Range Boundary

P1

## Get out of the way....

**DESCRIPTION:** Shooter starts at P1 with firearm loaded and holstered with 6 rounds and up to three additional 6 round magazines on body. Pull rope to start swinger. On buzzer, draw and engage each target with 6 rounds each.

**SAFETY REMINDERS:** Make sure that the shots through the closest target do not go into the swinger

**SET-UP:** swinger at 10 yards. Close target at 5 rounds. Far target at 15 yards. Non-threat should impede all targets.

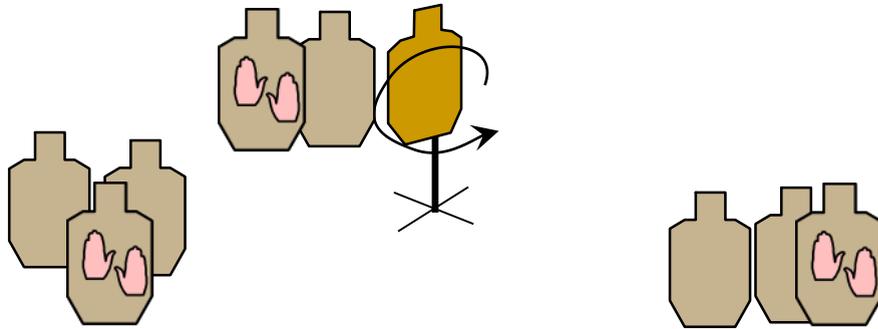
Concealment is not required

18 rounds

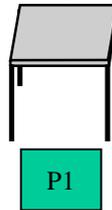
Limited scoring



Range Boundary



Flop-Up



## Not Bad Guys Attack Again

**SCENARIO:** Out for a scroll when bad guys attack.

**DESCRIPTION:** Shooter starts at P1 with firearm loaded to division capacity. At buzzer, push the button and engage the targets with two rounds each.

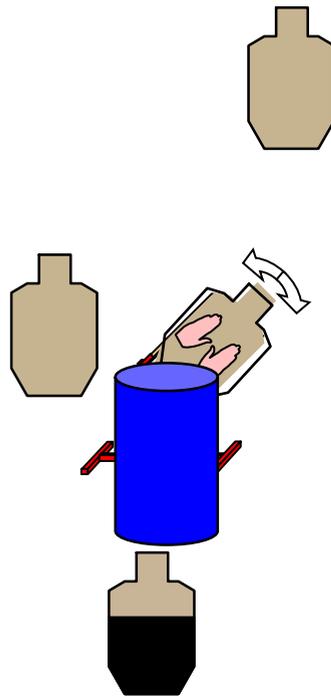
**SAFETY REMINDERS:** Draw at a speed consistent with the shooters capability.

**SET-UP:** The flop-up is 3 - 4 yards from P1. The Flop-up has three targets. The Static center target is a non-threat. The front target is a threat and the rear target is a threat with hard cover consistent with the static non-threat. At least a head is available on both threats once deployed. The flop-up is the second to activate after the drop turner activates and has run its course. The drop turner is at 10. The drop turner is timed so that a shooter can draw and a EX/MA can engage some second priority targets before it activates. The mid-level targets are at 8 yards so they are the same priority as the drop turner.

Concealment is required

16 rounds

Unlimited scoring



Range Boundary

P1

## Still in the way

**DESCRIPTION:** Shooter starts at P1 with firearm loaded with 6 rounds at low ready in weak hand and three additional 6 round magazines on body. On signal pull rope to start swinger then engage each target with 6 rounds. Six rounds will be shot freestyle, six rounds will be shot strong hand only, six shots will be shot weak hand only. Best six on paper will be scored.

**SAFETY REMINDERS:** Remind shooter to be careful switching the gun from hand to hand. Make sure that the shots through the closest target do not go into the swinger

**SET-UP:** swinger at 10 yards. Close target at 5 rounds. Far target at 15 yards. Non-threat should impede all targets.

Concealment is not required

18 rounds

Limited scoring