

**Scenario: Lines, Lines, Everywhere lines. (Better review Rule 3.6 Fault Lines)**

**DESCRIPTION: Bad guys attack. Start loaded (2.8, 3.1, 3.7.2, 8.1.3) Engage T1 with 6 rounds (6.6.6) while moving to P2 from P1 (3.5.2, 3.5.6.A). Engage the remaining targets (3.2) with two rounds each. (3.5.4, 3.5.6.B)**

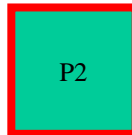
**SAFETY REMINDERS: Don't Crowd Cover.**

**SET-UP: P1 is 13 yards from T1. All targets against the backstop with the barricade 10 yards distant. Leave a one yard opening between barrels and barricade so that shooter can cross opening without seeing targets..**

**Concealment is required**

**14 rounds**

**Unlimited scoring**



**Standard:** New Extremes, Order Counts, Boxes and -1 in head?

**DESCRIPTION:** Start at P1 Loaded, Engage T1 from one side of the barricade with two rounds to the body followed by one round to the head (3.2.5.B), engage T1 from the other side of the barricade with two rounds to the body followed by one round to the head. Move to P2 (3.6.4), engage T2 from P2 with two rounds to the body followed by one round to the head freestyle, engage T3 from P2 with two rounds to the body followed by one round to the head strong hand only, engage T4 from P2 with two rounds to the body followed by one round to the head weak hand only,

**SAFETY REMINDERS:** Don't crowd cover. Be aware of muzzle when transitioning from P1 to P2

**SET-UP:** T1 (15 yds from P1- 6.6.21 ), T2 (15 yds from P2- 6.6.21), T3 (10 yds from P2- 6.6.18), T4 (7 yds from P2- 6.6.19/6.6.20) Perforate -0/-1 on heads (4.12.A)

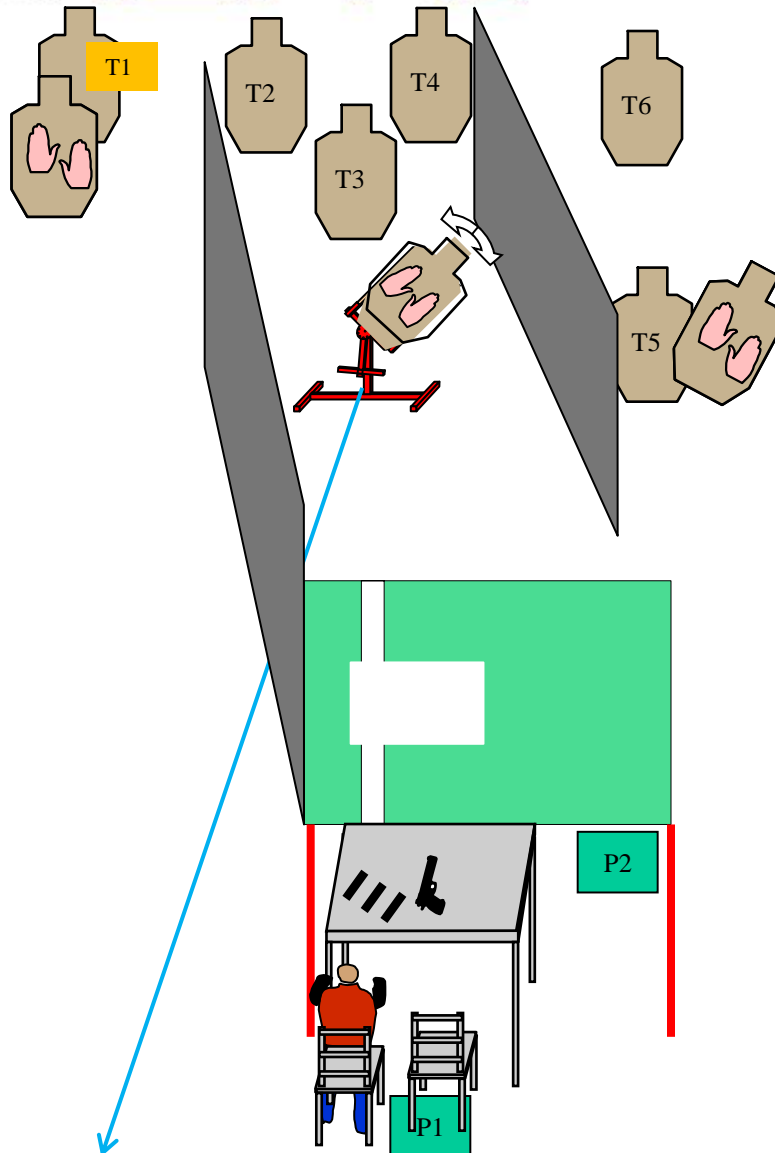
Concealment is not required

15 rounds

limited Scoring



Range Boundary



**Scenario:** Sittin' and thinking

**DESCRIPTION:** Bad guys attack. Start unloaded with all loading devices on table. From table load and engage T1 with 6 rounds and T2-T4 with two rounds each. Engage the remaining targets from P2 with two rounds each.

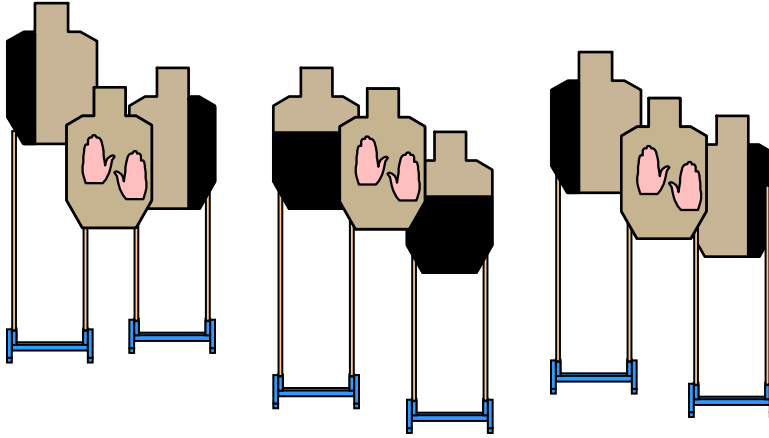
**SAFETY REMINDERS:** Don't Crowd Cover.

**SET-UP:** All targets at the backstop except for T3 is 2 yards/T5 is 3 yards from backstop. All other targets against the backstop with the barricade 10 yards distant.

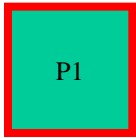
Concealment is required

14 rounds

Unlimited scoring



Range Boundary



**Standard: Speed Drill**

**DESCRIPTION:** Shooter is standing at P1 loaded. Engage each target with two to the body then engage each target with one to the head.

**SAFETY REMINDERS:** When reloading keep muzzle pointed down range.

**SET-UP:** Targets are 10 yards from P1.

Concealment is not required

18 rounds

limited Scoring