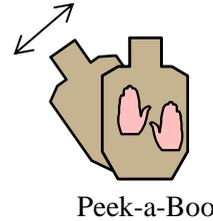
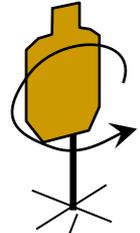


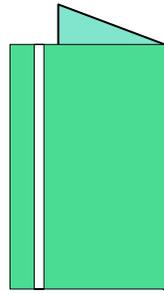
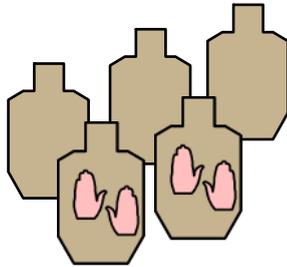
CoF 1

Drop Turner



Peek-a-Boo

Range Boundary



P2



P1

Man They're Fast!: Miss them and they get to your family

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity and holstered holding the popper in strong hand. At the sound of the buzzer shooter will release the popper then engage Peek-a-boo, Drop Turner and two static targets with 2 shot each. Once complete, shooter moves to P2. At P2 shooter engages the remaining three targets T4 and T6 with 2 rounds each in tactical priority.

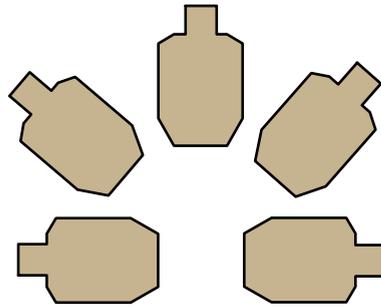
SAFETY REMINDERS: Shooter should be reminded to keep the muzzle pointed in the safe direction during movement to P2. Shooters must not move muzzle past safety barriers (red/white barber poles). Make sure that the Popper is held when the pressure plate is reset (can be done by pulling rod and turning – no need to open pressure plate or put hands inside). Tell shooters to draw and break first shots at a safe speed for their capability.

SET-UP: Peek-a-boo, Drop Turner are 10 yards from P1 and remaining two static targets are 12 yards from the P1. The remaining targets are 5, 7 and 9 yards respectively from P2. Popper falls onto pressure plate.

Concealment is not required

14 rounds

Unlimited scoring



P1

Range Boundary

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 two rounds to the body and one to the head (order of engagement does not matter).

SAFETY REMINDERS: This one is straight forward.

SET-UP: Attach targets to John's special target stand. The targets on the angles might have the -3 removed depending on fit. P1 is 13 yards from the targets

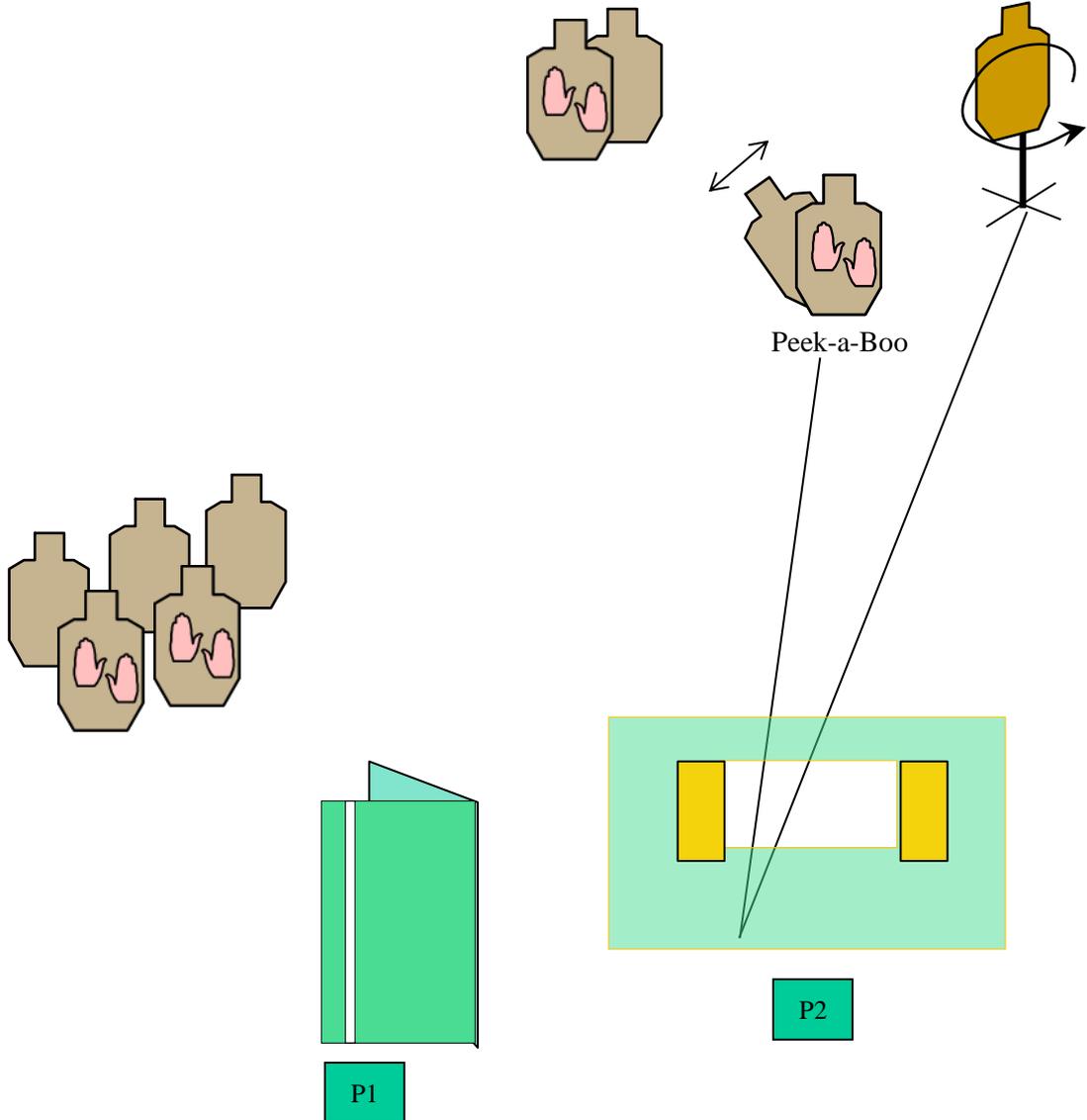
Concealment is not required

15 rounds

Limited Scoring



Range Boundary



Man They're Still Fast!: Miss them and they get to your family

DESCRIPTION: Shooter starts at P1 with firearm loaded to division capacity and holstered. At the sound of the buzzer shooter will engage the three static targets with 3 rounds each in tactical priority. The shooter moves to P2, push open port then engages Peek-a-boo with two (2) shots then engage the Drop Turner and two static targets with 3 shot each.

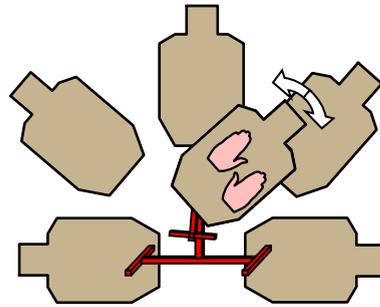
SAFETY REMINDERS: Shooter should be reminded to keep the muzzle pointed in the safe direction during movement to P2. When opening port muzzle, must be pointed at one of the yellow areas so that the hand does not get muzzled. Make sure that the Popper is held when the pressure plate is reset (can be done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

SET-UP: Peek-a-boo, Drop Turner are 10 yards from P2 and remaining two static targets are 12 yards from the P2. The remaining targets are 7, 9 and 11 yards respectively from P1. Port panel falls onto pressure plate.

Concealment is required

17 rounds

Unlimited scoring



Range Boundary

P1

Standard with a somewhat annoying swinger

DESCRIPTION: Shooter is standing at P1 with the gun holstered and loaded to division capacity. At the buzzer shooter will pull the rope that starts the swinger with the weak hand. The shooter then engages each target with two rounds to the body and one to the head (order of engagement does not matter).

SAFETY REMINDERS: This one is straight forward. Don't shoot the swinger stand!

SET-UP: Attach targets to John's special target stand. The targets on the angles might have the -3 removed depending on fit. P1 is 11 yards from the targets. The intention is for the heads of the threat targets to be outside of the coverage of the non-threat on the swinger.

Concealment is not required

15 rounds

Unlimited Scoring