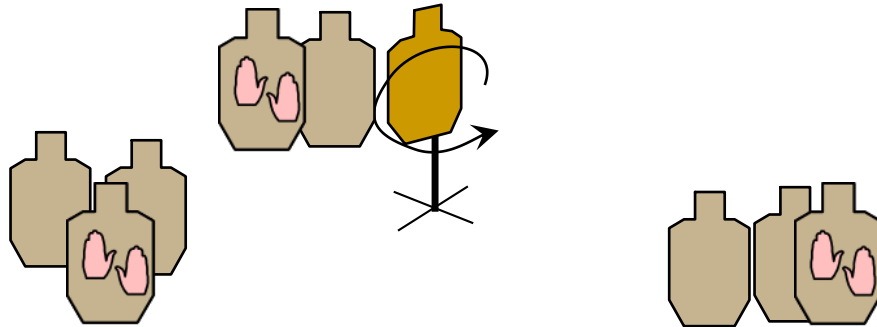
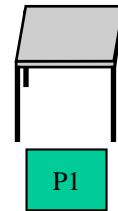




Range Boundary



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.

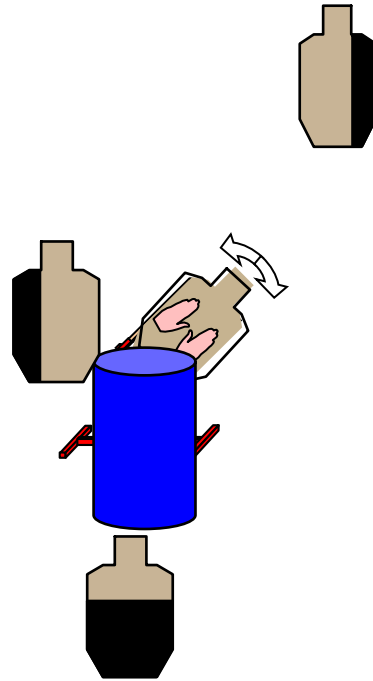
**SAFETY REMINDERS:** Draw at a speed consistent with the shooters capability.

**SET-UP:** The flop-up is 3 - 4 yards from P1. The drop turner is at 10. The mid-level targets are at 8 yards so they are the same priority as the drop turner. The non-threat in front of the flop-up will cover the bottom half of the head -0. Distant target is 13 yards (3<sup>rd</sup> level priority)

Concealment is required

16 rounds

Unlimited scoring



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.

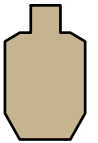
**SAFETY REMINDERS:** Make sure that the shots through the closest target do not go into the swinger

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

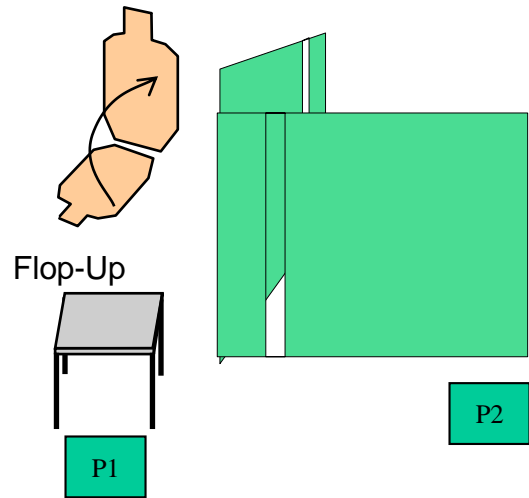
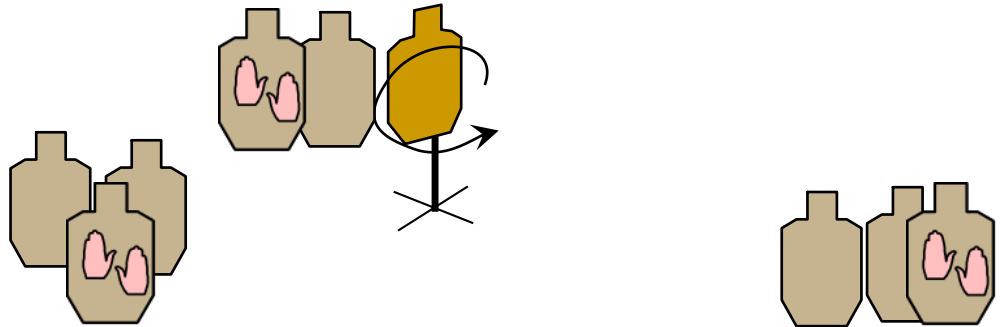
Concealment is not required

18 rounds

Limited scoring



Range Boundary



## Always Bad Guys Attack 2

**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. Transition to P2 and engage the remaining targets with 2 rounds.

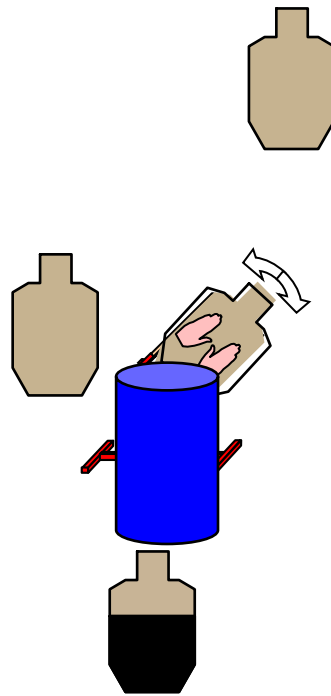
**SAFETY REMINDERS:** Draw at a speed consistent with the shooters capability.

**SET-UP:** The flop-up is 3 - 4 yards from P1. The drop turner is at 10. The mid-level targets are at 8 yards so they are the same priority as the drop turner. The non-threat in front of the flop-up will cover the bottom half of the head -0. Distant target is 13 yards (3<sup>rd</sup> level priority)

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