

House & Yard Pests

34 round, Comstock scored, 170 point COF

Start - Standing outside vehicle on mark, retrieve unloaded AR & magazine, if desired. Handgun is loaded and holstered.

Procedure - On signal utilize AR and handgun to engage targets from shooting area as they become visible, AR may only be fired from within AR box.

Scoring - 2rds per paper target and steel knocked down to score.

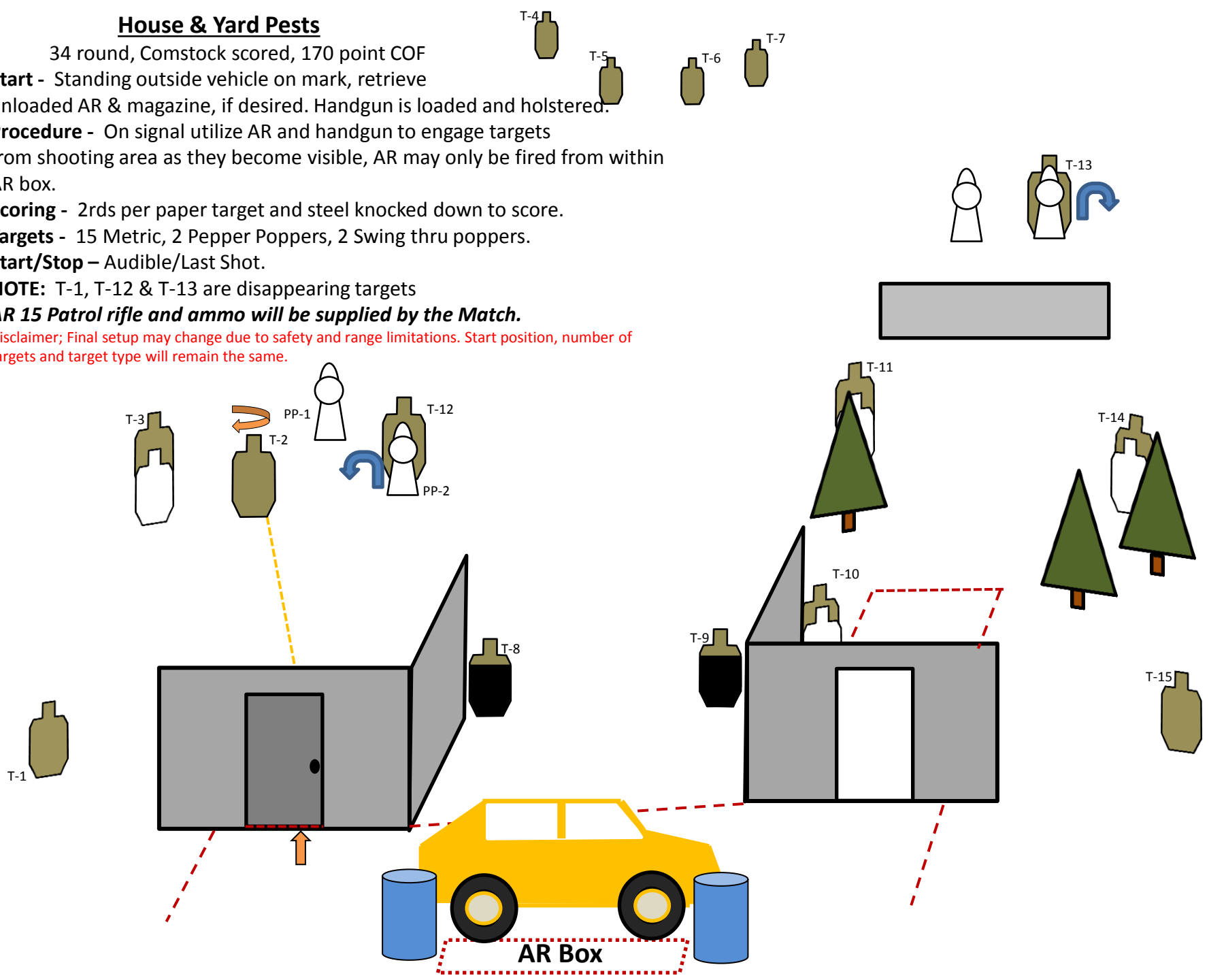
Targets - 15 Metric, 2 Pepper Poppers, 2 Swing thru poppers.

Start/Stop – Audible/Last Shot.

NOTE: T-1, T-12 & T-13 are disappearing targets

AR 15 Patrol rifle and ammo will be supplied by the Match.

Disclaimer; Final setup may change due to safety and range limitations. Start position, number of targets and target type will remain the same.



House & Yard Pests!

Stage #2, Bay #1

Scenario!

Upon returning home from a day on the range you find you're home and family under siege from a large group of "Invaders" that have been reported terrorizing the neighborhood. Take action to exterminate the pests and put the house & yard back in order. May engage all targets visible from AR box with the AR or may use handgun for all targets if desired, if AR is used retrieve from vehicle load and engage targets from box, once complete – RENDER THE AR SAFE AND PLACE IT INTO THE DUMP BARREL- draw handgun and engage remaining targets from within the shooting area.

Props/Equipment Needed

Pepper Poppers – **2**

US Poppers – **0**

Steel Plates – **0**

Drop Turner – **1**

Swinger – **0**

Target Stands – **12**

Leaning Tgt Stands – **1**

Walls – **3 (one is 3' wide)**

Door Walls – **2 (one with no door)**

Window Walls – **0**

Trees – **3**

Other – **2-Swing thru Poppers, vehicle, 2 Open Top Barrels**