

House Cleaning [Shotgun]

Pg. 1 of 2

Designed By: Jim Linch - www.oregonshooter.com

Scenario:

You wake from a deep sleep to find that a gang of drug merchants have come to collect their drug money that they “think” you stole from them. Obviously a case of mistaken identity, but fearing for your wife's life and your own you must act decisively, grabbing the shotgun out of the bedroom and start your own “War Against Drugs.”

Concealment: Required

Scoring: Vickers

Min.Rounds: 15

Reload: As Described in Notes

Start Position:

Standing in P1 with shotgun at low ready, loaded to capacity.

Description:

At start signal (buzzer), engage FP1-FP12, CB1, PP1&PP2 as they appear through window ports ONLY.

NOTE: If clay flipper breaks clay, you still have to shoot at the largest piece, no freebee.

Notes:

Shotguns are to be loaded to max capacity BEFORE engaging any new array of targets through windows. You may load on the move as long as there is (1) shell in the chamber.

RO's count shots fired out of window port and watch reload for same number. Failure to be topped-off before firing at new array is (1) Procedural per port.

Props:

(12) Falling Plates

(1) Clay Bird Flipper

(2) IPSC Pepper Poppers

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