

Box-to-Box Shotgun

Scenario Designer: Randy Hood

Weapons Required: Shotgun

Round Count: Shotgun – 16 rounds of birdshot or buckshot minimum (no slugs), no limit.

Targets: T5,T12,T13,T15 – steel poppers

T1,T2,T3,T4,T6,T7,T8,T9,T10,T11,T14,T16 – steel plates

Starting Condition: Shooter starts seated in Box A with loaded shotgun at low ready.

Course of Fire:

1. At the buzzer the shooter engages T1 through T12 seated in Box A. All steel must go down.
2. From Box B shooter engages T13 through T16. All steel must go down.

Box-to-Box *shotgun*

