

Far & Wide

Scenario Designer: Jay Kuca

Weapons Required: Shotgun, Handgun

Round Count: Shotgun, 6 shotshells MINIMUM; Handgun, 7 rounds MINIMUM

Targets: Four flipper heads (T1, T3, T4, T6), eight 10-inch steel plates (T2, T5, and T7-T12), and one pepper popper (T13)

Starting Condition: Shooter is standing at P1, facing downrange. His handgun is loaded and holstered. He is holding his loaded shotgun at the low ready.

Course of Fire:

1. At the buzzer, the shooter will engage T1 thru T6 in any order. All targets must fall, and the shooter may reload as necessary.
2. Once T1 thru T6 have fallen, the shooter will place his shotgun in the dump tube.
3. The shooter will draw his handgun and engage targets T7 thru T12 near to far. All targets must fall, and the shooter may reload as necessary.
4. The shooter will engage T13 until it falls, ending the stage.

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