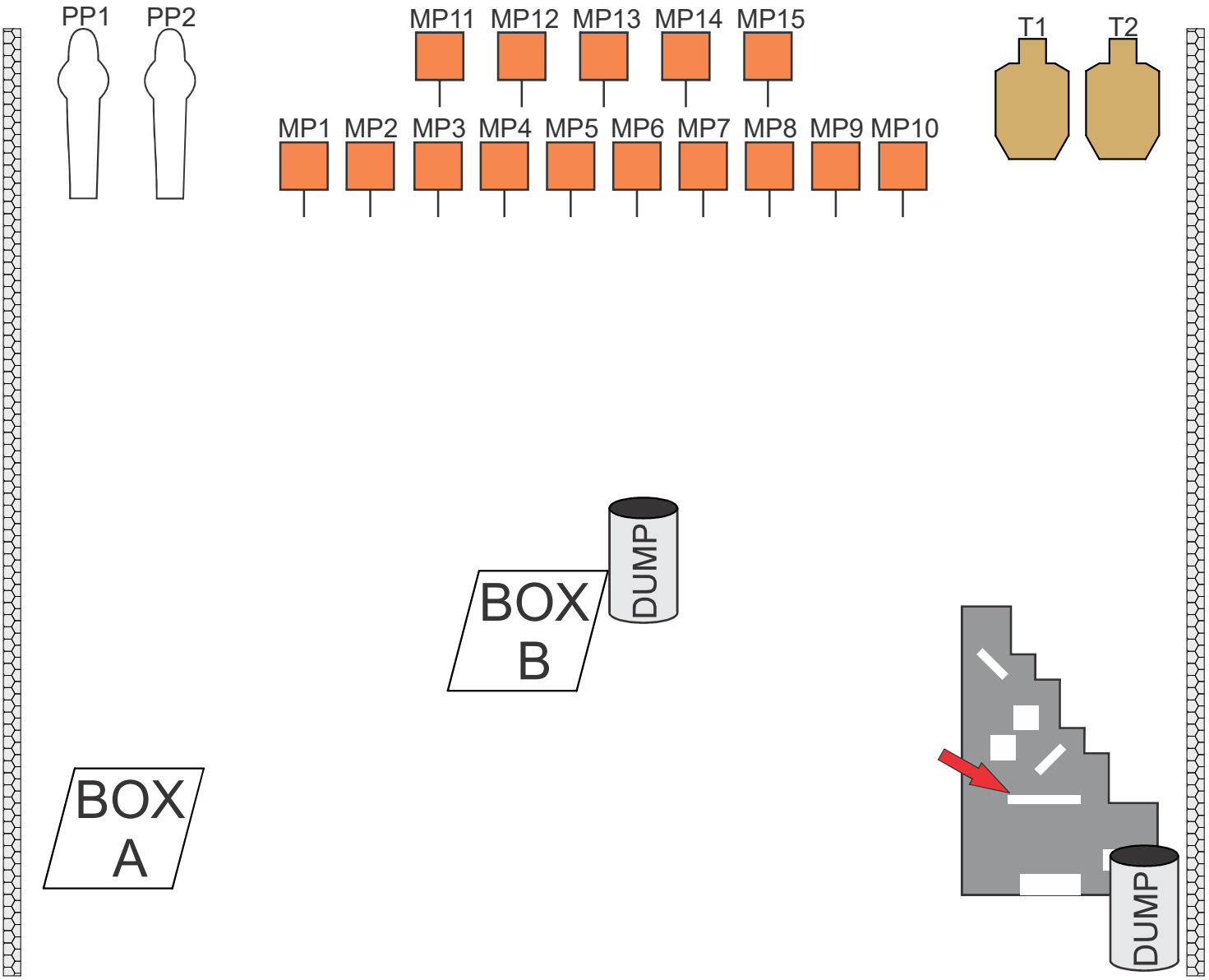
ROUND COUNT

4 RIFLE
12 PISTOL
5 SHOTGUN

FARM LIFE

designed by Zach Bailey and John Hudson



Round starts with pistol loaded and holstered, shotgun and rifle in barrels, loaded with safety on, both hands on the barricade. Upon start signal, shooter will move to Box A, draw pistol and engage PP1 and PP2 with both feet in box. Shooter will then to move to Box B and engage MP1 through MP10 with both feet in box, again with pistol. Shooter will then holster the pistol and remove the shotgun from the barrel, engaging the remaining targets MP11 through MP15 with both feet in box, then safety shotgun and replace to barrel. Finally, shooter will return the barricade, remove rifle from barrel and engage T1 and T2 with 2 shots each through the indicated slot.

Cardboard targets will score best two hits, metal plates must fall to count, poppers must fall or be hit at least 3 times. Failure to engage any target results in a 10 second penalty for each occurrence. All targets must be engaged with the indicated firearm and from the indicated position. Targets engaged improperly will result in a 10 second procedural penalty per shot.