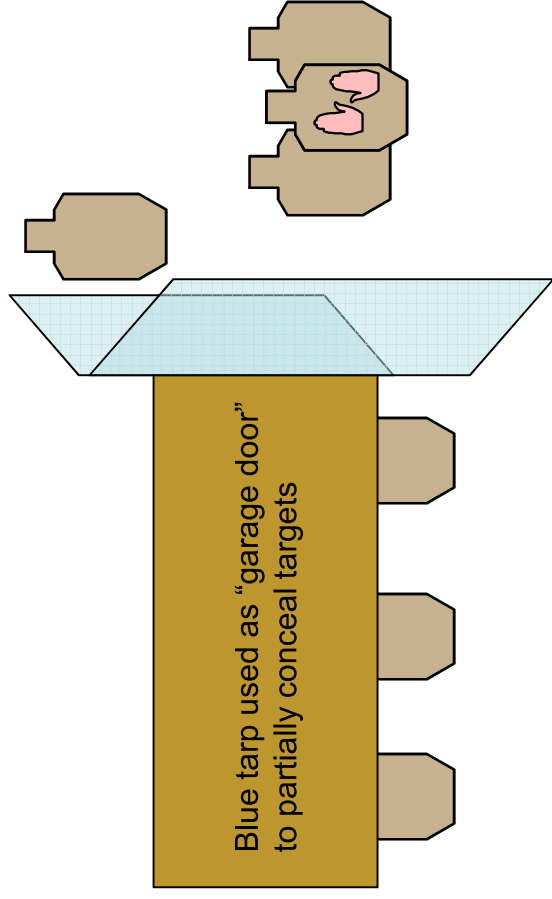


# NORTHEAST

## Combat Pistol League



Shooter stands facing downrange with gun loaded to division capacity and weak hand holding Buster Jr.. Shooter defends an attempt to kidnap him and his son from ecoterrorists.

At buzzer shooter engages 3 bad guys from behind the garage door in Tactical Sequence holding Buster Jr. Shooter then may put Buster Jr. in his carrier or take him to the doorway with him to stop the thugs from taking his child. Shooter must utilize cover and slice the pie. All targets are to be engaged with 3 rounds each

At least 6 rounds must be fired before Buster Jr. can be placed in his carrier

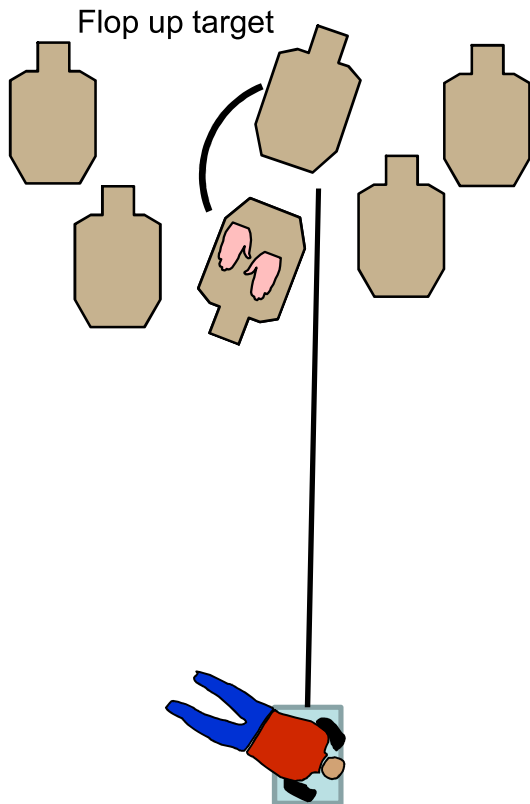
18 rounds minimum

Scored: **VICKERS**

**Concealment Required**

# NORTHEAST

## Combat Pistol League



Shooter starts kneeling holding Buster above trip box with weak hand and a loaded .38 snubby in strong hand pointing downrange. Shooters gun is on carpet loaded and facing downrange.

At buzzer shooter drops Buster on trip box to activate flopper target. Shooter then must engage all targets with a minimum of 1 round from the snub nose revolver and then must re-engage each target with their gun with 2 more rounds.

Note that the flop up target does not fully disappear when covered by the no-shoot. The snub nose revolver and ammo for it are supplied to shooter. Snub nose is grounded to carpet when shooter retrieves their gun

Vickers count

15 Rounds minimum

Concealment not req.